

Pierre Amelot

Creative Technologist

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PROJECTS

Bringing Music Exploration to AR

Columbia University, NYC || Apr 2016 - Aug 2016

Developed Unity packages to connect the Microsoft HoloLens to the Leap Motion Controller. Then created a music exploration AR experience using Spotify Web API.

Visualizing RijksMuseum's painting collection

Carnegie Mellon University, Pittsburgh || Spring 2017

Made a set of D3 web visualizations of the RijksMuseum's painting collection in Amsterdam. Won "Best Project" award for the creation of novel and unique visualizations.

Physical Twitter US Map

Carnegie Mellon University, Pittsburgh || Spring 2017

Made a physical US map with LED strips, plywood and acrylic which displays the location of tweets happening in real time, revealing how tweeting trends can spread over the country.

AR App for people with Parkinson's disease

Archacks Hackathon, St Louis || Nov 2016

Worked with two other student to design and program an AR illusion to enhance mobility in people with Parkinson's disease.

Co-Development of a Mind-controlled Game

Palaiseau, France || 2014 - 2015

Programmed a Brain-Computer Interface allowing to play "Concentration" game with the mind. Worked in close collaboration with researchers of Inserm in Lyon.

EDUCATION

Carnegie Mellon University

Pittsburgh, USA || Aug 2016 - Aug 2017

Master's program in Human-Computer Interaction. Broadening my knowledge towards UX, Media Art and Physical Computing while refining my technical skills in Development. *GPA: 4.07*

École Polytechnique

Palaiseau, France || 2013 - 2016

Graduate program in France's top ranking university for high-level scientific training. *GPA: 3.94*

Major: Computer Science

Minors: Applied Mathematics & Biology

Lycée Louis-Le-Grand

Paris, France || 2011 - 2013

Two-year intensive undergraduate program in advanced Mathematics, Physics and Chemistry. *GPA: 3.98*

Program leading to the nationwide competitive entrance to the French *Grandes Écoles* for scientific studies.

Ranked 7th out of 1 300 candidates

SKILLS

Programming

Unity, D3, Blender, Arduino, OpenCV, OpenFrameworks, Vuforia
Java, C++, Python, Android

Languages

French: Mother Tongue
English: Fluent (TOEFL : 114)
Spanish: Upper Intermediate
Japanese: Intermediate

Design

Adobe After Effects, Illustrator, Indesign

AWARDS

Science Fellowship

Special fellowship awarded by Fondation Carnot (5 awarded per year).

Top Prize for Research Work

"Mind-controlled game" project awarded at École Polytechnique.

Bronze National Defense Medal

Awarded for outstanding investment in military internship.

INTERNSHIPS

KPMG Japan

Tokyo, Japan || Summer 2015

Discovered various departments within the company (Audit, Consulting, IT, HR)

French Air Force Academy

Grenoble, France || Spring 2014

Taught Mathematics, Physics and Chemistry to Classes Préparatoires students