

Oswald PFEIFFER
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PROFESSIONAL EXPERIENCE

- 2017 - today** **BWEEZ employee (4 years)**
- 3D interactives/immersive/serious games applications development with Unity and Unreal Engine for the retail and luxury largest groups (L'Oréal, LVMH, Pernod Ricard...). I work on every aspects of the projects from user experience design to deployment, but also 3D modelling, texturing, lighting/rendering, UI creation, and of course, programming and optimization.
Mobile, responsive and multi-devices oriented projects, with networking features.
- Web/webGL applications development using Vue.js and Three.js.
- 2016** **HAL Robotics trainee (3 months)**
Development of an API and e-commerce website in C#/ASP.NET.
- 2015** **The Computational Monkeys trainee (6 months)**
Conception of the acoustic ceiling of a co-working space using multi-agents simulation.
- 2013-2014** **EZCT Architecture & Design Research trainee (9 months)**
Particles system simulations with Processing, digital fabrication (3D printing, robotic arm milling, laser-cutting).

STUDIES

- 2011-2016** **Master degree in Architecture**, ENSA Paris Malaquais / Digital Knowledge, with mention.
3 years of study dedicated to architecture and digital research projects.
- 2010-2011** **Preparatory class for the art schools EAP** prépa-seine
- 2008** **Bac STI Civil Engineering** with mention

LANGUAGES

English : fluent

French : native

SOFTWARES

Unity (C#)		Vuejs	
Unreal Engine (Blueprints)		Maya	
C/C++		Rhino/Grasshopper	
HTML/CSS/JS		Adobe Creative Suite	
Threejs		Processing (Java)	

TEACHING & PUBLICATIONS

- 2017** **Prime teacher**, Design Modelling Symposium at Versailles
2 days workshop with Unreal Engine "Virtual Immersive Architecture"
- 2016** **Prime teacher**, Advances in Architectural Geometry Symposium at Zurich
2 days workshop with Unity "Multi-User cobotics simulation in VR"
- 2014-2018** **Misc. teaching**
Two semesters class and several one week workshops based on programmation with Processing/Unity/Unreal Engine, virtual reality and digital fabrication.
- 2016** **Article publication in the french revue Technologie #205 nov/dec 2016**
Article "DixieVR concevoir l'architecture par la simulation immersive multi-user"

OTHER

- Development of indie games (Android mobile games, PC / HTML5 games), and generative art projects
- Electronic music producer since 2008
- Nature lover