Pierre-Marie BATY

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Born 1980.02.28
French driving license

SKILLS & ABILITIES

Self-taught, intuitive, rigorous. Widely knowledgeable in computers.

Strong points :
Imagination and implementation of unprecedented technical solutions
System & network programming, architecture and administration
Defense and penetration of computer systems
Ergonomics and user interfaces
Artificial intelligence, AI applied to video games
Game engines
Databases
Development on all systems, from mainframe to embedded.

Languages:
C and derivatives: full mastering
C#, .NET, Java, SQL, JavaScript, PHP, LabVIEW, Delphi, Perl, shellscript,
LLVM bytecode, asm... all documented languages, compiled or interpreted.

Systems, IDEs, instrumenters and debuggers:
Windows, Mac and UNIX all variants: BSD, Linux, QNX, iOS, Android...
Visual Studio, SharpDevelop, Eclipse, Code Composer Studio, Clang, etc...
Rational Purify & Quantify, IDA, Immunity Debugger...

Skills beside computers:
Linguistics: fluent in English. French native.
Electronics: creation/repair of electronic and robotic boards
Artistic: writing (impeccable spelling and writing style), music (organ and
      guitar, music theory), drawing (pencil and charcoal)
Culture: vast general knowledge
Social science: psychology, pedagogy and personal development

EXPERIENCE

2002 - ...   **Consulting/computer services** for all types of customers
Individuals, businesses, administrations & government agencies

2002 - 2009   Design office employee at Marquis (wood works)
Creation of various CAD and CAM software, network administration
Design & creation of intuitive software for Masterwood machining centers

2000 - 2002   Network administrator at the CNAM
Computer equipment setup, networking, administration and maintenance
Interventions on various sites of the ARCNAM : Cholet, Angers and Nantes

2000 - 2001   Digital-E start-up
Prototype of a digital acoustic loudspeaker running on the Ethernet network,
built around an embedded Linux kernel using a net booting technique

PERSONAL PROJECTS

2009 - …   iOS Build Environment - www.pmbaty.com/iosbuildenv/
Port of the ARM Apple iOS/Darwin toolchain to Windows and UNIX and
creation of code signature and debugging tools for these platforms

2005 - 2010   Aegir T4C Server - www.serveur-aegir.com
Founder, administrator and developer of the main role-play T4C server

2002 - 2006   Bots United - www.bots-united.com
Founder, co-administrator and participant of the largest forum and wiki
regrouping hobbyist game AI programmers. Meetings and knowledge
exchange with major actors of the game industry (Gearbox Software, Bungie
Studios, Valve Software, CGF-AI)

2000 - 2006   PMBots then RACC - racc.bots-united.com
First-person shooter video game artificial intelligence in several variants

Miscellaneous: creator of a chess software, a noiseless oil bath computer, a network-ready home stereo (in 1998), a cosmological modeling software. And quite more.

BACKGROUND

2000   BTS in electronics
Saint Gabriel   Saint Laurent sur Sèvre (85) - France

1998   Scientific Baccalauréat
La Tourtelière   Pouzauges (85) - France