



Pierre-Marie BATY

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Born 1980.02.28
French driving license

SKILLS & ABILITIES

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

Generalities:

System programming, system architecture and administration
Network programming, architecture and administration
Artificial intelligence, AI applied to video games
Game engines
Servers and security
Databases
Ergonomics and user interfaces
Mobile and embedded computing

Languages:

C and derivatives: full knowledge of the language, all platforms
C#, .NET, Java: knowledge of the language
SQL: knowledge of the language in several variants
PHP: knowledge of the language
Others: LabVIEW, Delphi, Basic, Perl, shell script, assembly...

Systems, IDEs, instrumenters and debuggers:

Windows all versions, OpenBSD, UNIX
Visual Studio all versions, SharpDevelop
Rational Purify, Rational Quantify, IDA
Windows, Unix and smartphone development (iOS & Android)

Skills beside computers:

Linguistics: fluent in English. French native.
Artistic: writing (impeccable spelling and writing style), music (organ and guitar, music theory), drawing (pencil and charcoal)
Electronics: creation of home automation and PC-driven boards
Mechanics: car and motorcycle mechanics, especially on vintage engines
Social science: psychology, pedagogy and personal development

JOB EXPERIENCE

- 2002 - now [Consulting/computer services](#) (individuals, SME, administrations)
- 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
Invention of a method of conditional imbrications in ISO programming*
- 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

- 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 (contacts at 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, a cosmological modeling software, and much more.

BACKGROUND

- 2000 BTS in electronics
[Saint Gabriel](#) Saint Laurent sur Sèvre (85) - France
- 1998 Scientific Baccalauréat
[La Tourtelière](#) Pouzauges (85) - France