INITIAL ENGINEER TRAINING IN COMPUTER SCIENCE

THematic COURse

Videogames and digital interactions

Virtual reality
Augmented reality
Artificial Intelligence
Videogames

Contact
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Partners
École supérieure d'art et de design de Reims
MINes Paris Tech
Télécom Sud Paris
Université d'Évry
Val d'Essonne
Université Paris I
Amplitude Studio
Le Cortex
NADEO
XILABS

Jobs opportunities
Video Games
Developer Engineer
Lead Video
Games Developer
Engineer in R&D and Digital Interactions

Examples of internships
3D landscapes real time
at Pixel Wizards
(pixel-wizards.com)
Research, studies and gamification development
at Fremen Corp
(fremencorp.com)
Real objects recognition from an augmented reality device
at ASOBO Studio
(asobostudio.com)
Game Play Unity
at Dassault Systems
(3ds.com)

Valentin Copin
Promotion 2016 / Master RVSI
Developing engineer at Thalès
Virtual Reality and Augmented Reality for Mobile Workers

The level and quality of the courses gave me the skills to be efficient as I entered the work field a few months after. Today, I am an engineer in Augmented and Virtual Reality at Thalès.

Ludovic David
Promotion 2016
R&D Engineer at Interaction Healthcare

Raphaël Lejolivet
Promotion 2016
Developer Engineer at Cardiweb
Web Technologies, Mobile and Internet Objects

Guillaume Bachelier
Promotion 2015
R&D Engineer at Nadeo
Platform ManiaPlanet for TrackMania
The goal is to form engineers with the required skills to create and improve real time interactive systems. This course particularly focuses on the fields of Video Games, Virtual and Augmented Reality, Simulation, as well as Serious Gaming and Digital Arts. This course starts during the 4th semester through introductive teachings to fields technics of Virtual Reality, as well as Augmented Reality and Graphic Computer Science, which can be completed by other teachings mostly related to Computer science. The 5th semester is entirely dedicated to the JIN Specialisation (Video Games, Digital Interactions and collaborations) in common with Télécom-Sud-Paris. The teachings and new projects provide a way to deepen technical aspects (Interactions, 3D Vision, 3D Modelisation, Shaders, Intelligent Agents, Communicating Objects, Networks and Cloud), as well as human aspects (Project management, Design, Video Games Economy, Game Design, Video Games Anthropology). The opening on those aspects is also strengthened by numerous conferences and collaborations with creatives. Since 2015, graduates and professional speakers form a strong network.