



ÉCOLE NATIONALE
SUPÉRIEURE
D'INFORMATIQUE
POUR L'INDUSTRIE
ET L'ENTREPRISE

INITIAL ENGINEER TRAINING IN COMPUTER SCIENCE
THEMATIC COURSE

VIDEO GAMES AND DIGITAL INTERACTIONS

**VIRTUAL REALITY
AUGMENTED REALITY
ARTIFICIAL INTELLIGENCE
VIDEO GAMES**

CONTACT

GUILLAUME BOUYER
guillaume.bouyer@ensiie.fr

PARTNERS

TÉLÉCOM SUD PARIS
UNIVERSITÉ
D'ÉVRY
INSTITUT
MINES TÉLÉCOM
UNIVERSITÉ
PARIS SACLAY



université
PARIS-SACLAY



université
PARIS-SACLAY



ALICE GLÉMAREC GRADUATE IN 2018

*Digital and Computer Science Teacher
Albert-de-Mun High School, Nogent-sur-Marne*

« JIN is a real opportunity to explore various interesting aspects of computer science, combining it with creativity and personal contributions. The program also provides access to a highly responsive network of alumni who are always available to share tips, job offers, or enjoy drinks on a terrace (when permitted). »



ELODIE BOUZIAT GRADUATE IN 2019

Project Coordinator Ubisoft Bordeaux

« JIN is one of the few public programs in the field of video games. Its teachings have been a real boost to my career after completing the program. I have fond memories of the training. The JIN alumni form a large family that I rely on a lot today. »



LOUIS LAFUMA GRADUATE IN 2020 / MASTER RVSI

*Engineer-PhD Candidate
HoloForge (Asobo studio) / IBISC (Univ. Paris Saclay)*

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)



ÉCOLE NATIONALE
SUPÉRIEURE
D'INFORMATIQUE
POUR L'INDUSTRIE
ET L'ENTREPRISE

INITIAL ENGINEER TRAINING IN COMPUTER SCIENCE

THEMATIC COURSE

VIDEO GAMES AND DIGITAL INTERACTIONS

Train engineers with the necessary skills to design, develop, enhance, and evaluate interactive real-time human-machine systems and/or systems with a strong visual component.

S3

ELECTIVE
COURSES
OPTIONAL

- DJV1 Video Game Development** (V. Y., Ethereal Games)
- PIMA Computer Project & Agile Methods** (J. Gautier, MARTE)
- PAP Advanced Programming and Project** (V. Torri, UEVE)
- IGL Software Engineering** (D. Roussel, ENSIIE)
- MAD Data Analysis** (C. Ambroise, Univ. Evry)
- SRM Network and Middleware Security** (R. Rioboo, ENSIIE)

S4

ELECTIVE
COURSES
OPTIONAL

- LOA Advanced Object-Oriented Languages** (D. Roussel, ENSIIE)
- IA Artificial Intelligence** (C. Dubois, ENSIIE)
- RIAL IP Networks and LAN Administration** (J. de Rochefort)
- CC Creative Coding** (A. Pichon, SIANA)
- DJV2** (V. Y., Ethereal Games)
- RVIG Virtual Reality and Computer Graphics** (G. Bouyer, ENSIIE)
- IRA Images and Augmented Reality** (D. Roussel, ENSIIE)
- ANU Digital Artwork Design** (A. Pichon, SIANA)
- AUTO Control Systems** (G. Damm, Univ. Évry)
- PRB Artificial Intelligence, Pattern Recognition, Biometrics** (S. Garcia, TSP)

S5

COMPULSORY
COURSES

- DMIA Mobile Development and Artificial Intelligence**
 - Mobile Development (Android) (C. Findeling)
 - Artificial Intelligence (G. Hutzler & N. Abchiche, Univ. Évry)
- MER Modeling and Rendering**
 - Real-Time Visual Rendering (OpenGL)
 - 3D Geometric Modeling and Algorithms (O. Stab, Mines ParisTech)
 - 3D Modeling Software (Blender) (D. Roussel, ENSIIE)
- IEC Interactions and Sensors**
 - Human-System Interactions (Unity) (G. Bouyer, ENSIIE)
 - 3D Vision for Augmented Reality (OpenCV) (D. Roussel, ENSIIE)
- SIR Interacting Systems in Networks**
 - Networks and Cloud (M. Simatic, TSP & M. Raoust, Nadéo-Ubisoft)
 - Internet of Things (Arduino) (T. Couprié-Diaz, ARM)
- PROCCI Transversal Week - Behavior and Communication Profiles**
- SHS & Design**
 - Video Game Economics
 - Sociology of Innovation
 - Design
 - Pitch and Game design
- PFE Final Year Project**
 - Introduction to Game Engines (G. Bouyer, ENSIIE, A. Allard, Amplitude)
 - Teamwork, Project Management, Design, Implementation, Testing, Clients, Pitches, Presentations, Video, Poster, Demonstrations, Exchanges
- Conférences**
- Unijam Gamejam ENSIIE - TSP - IUT Bobigny**

DOUBLE-COURSE

MASTER COOPERATED WITH
THE UNIVERSITY OF PARIS-SACLAY

Master VRIS

Virtual Reality and
Intelligent Systems

For semesters
abroad, see with
the International
Relations
Department.