



Jesse Himmelstein

Developer, game designer, researcher, entrepreneur



Career

2018-Today: Co-founder of Play Curious (Perpignan)

Designing, programming, and commercializing video games to explore fascinating subjects : science, technology, space, environment, etc. Part of the 1st class at the UPVD IN CUBE startup incubator.

2018-2019: Freelance Developer at ILSR (Finland, remote)

Created online software for biotechnology research into prostate cancer.

2017-2019: Expert for EU Research Commission (Luxembourg)

Evaluating, monitoring, and guiding EU research projects.

2012-2017: GameLab Director at CRI (Paris)

Created and coordinated international research projects at the crossroads of games, science, and education.

2012-2017: Co-founder of Gamelier (Paris)

Launched and ran a game development club in Paris. Organized weekly events: conferences, workshops, game jams, etc.

2010-2012: Project Leader at DIGINEXT (Toulouse)

Project and technical lead for research projects into VR for crisis management, city planning, and museum experiences.

2005-2010: R&D Engineer at Kineo CAM (Toulouse)

Developed motion planning applications for automobile and aeronautical clients, such as Ford Motor Company.

✉ jesse@heavenstone.net

☎ +33 6 25 30 07 93

🌐 Double nationality:
American / French

🏠 Married, 2 children

🌐 heavenstone.net/jesse/

🔗 [drpepper](https://drpepper.com)

🐦 [@himmelattack](https://twitter.com/himmelattack)

📘 [jessehimmelstein](https://www.facebook.com/jessehimmelstein)

🌐 [jesse-himmelstein](https://www.linkedin.com/in/jesse-himmelstein)

🔧 Tech

- JavaScript & TypeScript (browser & node.js)
- HTML5 & Electron
- PostgreSQL
- git
- Unity / C#
- Clojure & ClojureScript
- Swift
- Java
- ColdFusion
- MongoDB
- nginx
- Laser cutting
- C / C++
- Ruby
- PHP



Notable Projects

Blockchain Battle - Video game on cryptocurrency

Concept, programming, project management.

Includo - EU-India research project on games for social change

Created video and board games to promote diversity and inclusivity in the Indian workplace.

RedWire - Visual programming language & game engine in HTML5.

Designer, lead programmer, project manager.

RedMetrics - Open game analytics service

Designer, project manager.

IdeaWeave - Webapp to collaborate on innovative projects.

Front- and back-end development in JavaScript, with websockets



Education

2005-2008: PhD in robotics and motion planning at LAAS-CNRS (Toulouse)

Under the direction of Jean-Paul Laumond. My work addressed problems surrounding motion planning for industrial models, including swept volumes, collision detection, and planning in collision.

2003-2005: Masters in computer science at INSA (Toulouse)

Graduated in the top 3.

1998-2002: BS in Computer Science at Johns Hopkins University (Baltimore)



Community

2018-2020: Co-organized the Perpignan Game Jam (Perpignan)

Event included live concerts and interactive conferences in addition to the jam.

2016-2017: Organized the open-source game devroom at FOSDEM (Brussels)

2012-2017: Organized bi-monthly events on indie game development at Gamelier (Paris)

2016-2017: Conceived of and created the Game Lab Summer School (GLASS) (Paris)

2014-2017: Organized 3 workshops on video games and science at A MAZE (Berlin)



Teaching

2020-Today: ETPA (Toulouse) - Game design for first-year students.

2012-Today: IMERIR (Perpignan) - Robotics with NAO, OpenCV, Arduino. Programming in C, JavaScript, Swift, PHP, Arduino, Java.

2014-2015: University of Montpellier Paul Valery (Montpellier) - Game design.

2013: ENSEEIHT (Toulouse) - C programming, shell scripting, operating systems, IPC.



Selected Research Publications

Contribution to "**Educational Game Design Fundamentals: A Journey to Creating Intrinsically Motivating Learning Experiences**". George Kalmpourtzis, CRC Press (2018).

Jesse Himmelstein, Gayathri Gopalakrishnan (2017). "**Tackling implicit and explicit bias through games that teach workplace diversity**". European Conference of Game Based Learning..

Çatak, G., Himmelstein, J., Sedano, C. I., Schneider, D. K., Szilas, N., Smed, J., & Sutinen, E. (2017). "**Game Co-design with and for Refugees. An Intercultural Approach.**" In KUI. Berlin, Germany.

Jennett, Charlene; Kloetzer, L.; Himmelstein, J.; Vaugoux, A.; Iacovides, I. and Cox, A. L. (2016). "**Learning in Game Jams: A Case Study of the GLASS Summer School.**" In: Playful Learning 2016, 13-15 July 2016, Manchester, UK.

Jesse Himmelstein, Raphael Goujet, Tam Kien Duong, Jason Bland, Ariel B. Lindner (2016). "**Improving Citizen Science Games through Open Analytics Data.**" In: Journal of Human Computation 3:1, pp 119-141.

Himmelstein, J., Couzic, M., Jennett, C., Cox, A. L., Goujet, R., Lindner, A., Taddei, F. (2014). "**RedWire: A novel way to create and re-mix games.**" In: CHI PLAY '14, Proceedings of the first ACM SIGCHI annual symposium on Computer-human interaction in play, pp.423-424.