



jesse@heavenstone.net
+33 6 25 30 07 93

Dual citizen: USA / France
Living in Nantes, France
Married w/ 2 children

[jesse-himmelstein](https://www.linkedin.com/in/jesse-himmelstein)
 heavenstone.net/jesse/
 [drpepper](https://github.com/drpepper)
 heavenstone.net

EDUCATION

2005-2008 - Toulouse, France
PhD in AI & Robotics at LAAS-CNRS
Stochastic motion planning
Swept volumes with GPU
Malformed industrial models

2003-2005 - Toulouse, France
Masters in Computer Science at INSA
Graduated in the top 3

1998-2002 - Baltimore, MD
BS in Computer Science at Johns Hopkins University

TEACHING

Taught Game Design and Programming
2019-2023 - ETPA - Toulouse
2012-2023 - IMERIR - Perpignan
2014-2015 - Univ. of Montpellier
2013 - ENSEEIHT - Toulouse

HOBBIES

Spikeball / roundnet
Music & guitar
Cooking
Kung-fu movies
Game jams

Jesse Himmelstein - Lead Developer

15+ years XP as developer and researcher in AI & games.
I ran a video game company that I built from scratch for 7 years.

CAREER

2018-2025 - Nantes, France

Co-founder / Lead Dev of Play Curious

Managed my own video game studio, creating games for learning
Bootstrapped the business, then raised \$100k from investors
Built custom engine in Typescript, leveraging PixiJS, Three.js, and Ink
Wrote custom fragment shaders in GLSL
Managed devops with Docker, Ansible & Github Actions
Deployed on AWS, Cloudflare, and DigitalOcean
Designed 4 games that were selected by game festivals
Build marketing game with 150k plays in a month
Published 2 games on iOS and Android app stores
Filmed online game class with 4.5+ stars used by 3 business schools
Found 12 clients: non-profits, universities, and companies
Organized 5 game jams in Perpignan with 60-80 participants

2017-Today - Luxembourg

Expert for EU Research Commission

Evaluated submissions in 4 project calls for creative industries
Served as expert reviewer in games and VR for 2 EU research projects

2018-2019 - Finland / remote

Freelance Developer at ILSR

Build modern client-side web tools for data visualization in D3
Ported legacy tech stack (ColdFusion & SQL Server)

2012-2017 - Paris, France

GameLab Director at Center for Research and Interdisciplinarity (now LPI)

Built a visual programming language in JavaScript
Created hybrid tablet game with Unity and C#
Programmed backends with Clojure, ClojureScript, & PostgreSQL
Coordinated 6 partners in EU citizen science game research project
Designed project, then built 3 games promoting inclusion in India
Ran FOSDEM Open-Source Game Devroom in Brussels 2 years in a row
Launched Gamelier - an indie game development club in Paris
Organized over 50 events: conferences, workshops, game jams, etc.

2010-2012 - Toulouse, France

Project Leader at DIGINEXT

Project coordinator on 3 EU research projects in VR and AR
Managed internal team of 5 developers
Designed web service to sync clients in Python with MongoDB
Worked in large C++ codebase with QT bindings

2005-2010 - Toulouse, France

R&D Engineer at Kineo CAM

Developed AI motion planning algorithms for robotics
Designed performant voxel collision detection library in C++
Responsible for porting application to Linux

RESEARCH PUBLICATIONS

[Published 15 articles about AI, VR, visual programming & game design](#)



PROJECTS



Secret Woods (2025)

Cozy hidden-object and puzzle game about discovering forest biodiversity



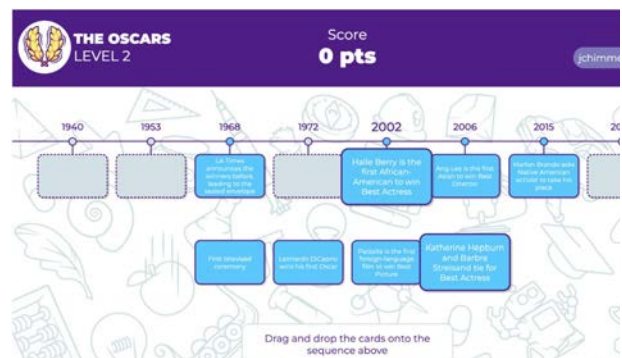
Sea Rescue (2025)

3D boat game about cleaning up trash in the sea.



Cyberenquête (2024)

Serious game about cyberbullying, used at middle-schools across France



Mixstory (2024)

Daily quiz game about dates & numbers



CRISPR Crunch (2023)

Action-puzzle game inspired by gene editing techniques, for iOS and Android



Neuroboost (2022)

Teaching learning techniques through a mix of visual novel & student-life simulator



Blockchain Battle (2020)

Game & online class teaching inner workings of cryptocurrency, sold to business schools

REDWIRE
A Novel Way to Create and Remix Games

RedWire (2017)

Visual programming language & game engine in HTML5