

Florian Glay

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GitHub - Florian Glay : <https://github.com/Florian-Glay>



Technical Skills

Strong foundation in programming (C, C++, Python) and web development using HTML, CSS, and JavaScript, with additional experience in Node.js, Three.js, Cannon.js, and SQL with MAMP for data management.

These skills enabled me to develop:

- A 3D Mario Kart-style game in JavaScript
- A car simulation game in C++ using the SFML graphics library
- A 2D RPG-style game in Unity3D using C# fundamentals

Projects available on my GitHub profile:
github.com/Florian-Glay

Languages

- French: Native
- English: Fluent (B2)
- German: Intermediate (A2)
- Japanese: Basic (A1)

Interests

- Video Games & Digital Design: Game creation, pixel art, development.
- Running: 10 km in 50 minutes, half-marathon in 2 hours 17 minutes.
- Music: Produce electronic music on my YouTube channel: K4TERI4music

Profile

Autonomous and motivated computer science student at ISEN Lille, passionate about programming, video game design and technical problem-solving. Currently seeking an internship or temporary position from June to August 2025.

Education

Preparatory Program – Computer Science and Digital Networks
ISEN Lille, France | 2023 - Present
2nd Year (2024–2025)

French General Baccalaureate – with honors
Institut de Genech, Genech, France | 2020 - 2023
Specializations: Mathematics, Digital and Computer Science (NSI)

Professional Experience

Intern – Operational Support
Norcap, Roubaix | 2024
- Five-week internship
- Assisted with logistics operations: order preparation, organization, and workflow support.

Intern Developer
3Axes Institut, Tourcoing | 2021
- Two-week internship
- Contributed to the development of an internal tool using C++, gaining first exposure to a professional environment.

Job Shadowing Intern
Eurobaut, Denain | 2020
- One-week internship
- Observed internal company operations and discovered