LÉO LABORIE

6-month internship starting September 2026

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PROFILE

Computer Engineering student at UTC, I design projects combining artificial intelligence, algorithms, and web development. Autonomous and rigorous, I combine analytical skills and creativity to solve complex problems. Active in competitive programming.

EDUCATION

Engineering Cycle – Computer Engineering   *2023 - Present*

Université de Technologie de Compiègne (UTC), Integrated Preparatory Classes (2 years)

High School Diploma (Baccalauréat Général)   *2023*

Lycée Joliot-Curie, Rennes, With Honors – Mathematics, Computer Science – Expert Maths, European Section (Maths-English)

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, C, PHP, SQL, PostgreSQL | Web/Mobile Development: Next.js, Tailwind CSS, React Native

Machine Learning: Scikit-learn, XGBoost, TensorFlow | Others: Git, Linux, algorithms, Web Scraping, API integration

NOTABLE PROJECTS   *See all my projects on leolaborie.com*

Unsupervised Deep Learning - Autonomous Drone Navigation to a Target   *2025*

6-month university project in collaboration with Intellitech, following a course on fuzzy mathematics applied to AI

Autonomous drone model aiming to destroy a target while avoiding obstacles. Trained using reinforcement learning (Unity + ML-Agents).

Unsupervised Deep Learning - SnakeAI   *2024*

Neural network playing Snake, trained by a genetic algorithm coded from scratch with innovative pre-training

XtraSup   *2024*

AI assistant for selecting post-bac candidates for UTC admission – UTC university project

Web Development - MailFast   *2024*

Web application allowing rapid email generation via the OpenAI API. With authentication system (Next.js, Supabase)

Web Development - Portfolio: leolaborie.com   *2025*

Personal website developed with Next.js, Tailwind CSS, and TypeScript

PROFESSIONAL EXPERIENCE

Mobile Developer (React Native) – Junior UTC - Phonemia startup   *Nov. 2025*

Development of critical application screens (Auth0 authentication, interactive video & audio tutorials, user form). Implementation of code and technical documentation. Creation of the Beatbox Hero game: animation, game logic, real-time sound validation, and reward screen.

Internship - Groupe Morault, Printing House of Compiègne - Handler, production logistics   *2024*

LANGUAGES

French: Native, C2 | English: Fluent, B2 | Spanish: Beginner, A2

INTERESTS

• **Competitive Programming**: SWERC 2023 - 2025 top 15 France and 67 Europe, Treasurer then President (2023-Present) of UTCode, the UTC competitive programming association. Participates in all div2 to div4 competitions on Codeforces

• **Chess**: 1500 ELO on chess.com, formerly 1 year in a club

• **Sport**: Street Workout, self-improvement