SÉRY Léo

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🚩 French nationality

🚗 French B license

in Linkedin.com/in/leosery

⬛ Github.com/LeoSery

🌐 leosery.com

PROFILE

5th year student at Bordeaux YNOV Campus. Specialized in game programming.

EDUCATIONAL

Master 2 Game programming

YNOV Campus, Bordeaux | France - Since Sep 2020

5th year student.
Expected title: "Computer and Information Systems Expert"

STI2D Baccalauréat

Saint-Exupéry High School, Parentis-en-born | France - Sep 2019 / Jun 2020

PERSONAL SKILLS

Proactive

Inquisitive

Cooperative

LANGUAGES

French (Native)

English (B1)

PERSONAL EXPERIENCES

Mixed reality developer Unity3D

Interaction healthcare - SimforHealth, Bordeaux - Since Oct 2023
Simulator development for the medical sector.

Augmented reality developer Unity3D

YZAR, Bordeaux - Sep 2022 / Sep 2023
Development of augmented reality communication solutions.

Discovery internship

Quantic Dream, Paris - 2016
Observation of the different jobs in the company.

PROJECTS

Poladroïd (PC and Mac game)

Ynov, Bordeaux - févr. 2023 / mars 2023
20 minutes slice concept of a game | UE5 - C++

Frost engine (Game engine)

Ynov, Bordeaux - Feb 2024 / Apr 2024
Creation of an ECS game engine with OpenGL rendering. | C++ - OpenGL

The Probably Enchanted Cavern (PC game)

Ynov, Bordeaux - Mar 2023
Game jam project in third year at Ynov | Unreal Engine 5 - C++

ArLab (Mobile application)

YZAR, Bordeaux - Feb 2023 / Sep 2023
Augmented reality application for Yzar's "ArLab" | Unity3D - C# - Vuforia

AR Object Control Tool (Unity3D tool)

YZAR, Bordeaux - Dec 2022 / Feb 2023
AR tool on Unity3D, developed for YZAR | Unity3D - C# - Vuforia

TECHNICAL SKILLS

Programming languages
C# | C++

Game engines
Unity3D | Unreal Engine 5

Versioning tools
Git | Plastic SCM (Unity VCS)

Game development
Behavior Tree | ScriptableObjects | OpenGL

INTERESTS

Technology

Programming, Video Games, AI, Virtual Reality

Hobbies

Climbing, Space, Cinema, Sailing