

SÉRY Léo

+33 6 64 57 40 26

leo.sery@ynov.com

181 Rue Fondaudège - Bordeaux | France

French nationality

French B license

 [Linkedin.com/in/leosery](https://www.linkedin.com/in/leosery)

 [Github.com/LeoSery](https://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

A-star Pathfinding (PC Demo)

Ynov, Bordeaux - Oct 2024
School project for my master's 2 year | UE5 - C++

Game of life 3D (PC Demo)

Personal - Aug 2024 / Sep 2024
Project to practice on Unity3D | Unity3D - C#

Poladroid (PC and Mac game)

Ynov, Bordeaux - Feb 2024 / May 2024
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

ArLab (Mobile application)

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