

# SÉRY Léo

+33 6 64 57 40 26

leo.sery@ynov.com

181 Rue Fondaudège - Bordeaux | France

French nationality

French B license

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

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

[leosery.com](https://leosery.com)

## PROFILE

5th year student at Bordeaux YNOV Campus.  
Aspiring to specialize in engine development and tools  
programming. Passionate about low-level and technical  
game development.

## EDUCATIONAL

### Master 2 Game programming

YNOV Campus, Bordeaux | France - Since sept. 2020

5th year student.  
Expected title: "Computer and Information Systems Expert"  
(RNCP 7)

### 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

### Procedural Terrain Generation (PC Demo)

Ynov, Bordeaux - déc. 2024 / janv. 2025  
School project for my master's 2nd year | UE5 - C++

### A-star Pathfinding (PC Demo)

Ynov, Bordeaux - oct. 2024  
School project for my master's 2nd 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

### Development and Tools

Graphics Pipeline (OpenGL/GLSL) | Entity Component System | ImGui

### Versioning tools

Git | Plastic SCM

## INTERESTS

### Technology

Programming, Video Games, AI,  
Virtual Reality

### Hobbies

Climbing, Space, Cinema, Sailing