

# SÉRY Léo

Junior Game Programmer.  
Aspiring to specialize in engine development and tools programming. Passionate about low-level and technical game development.

[LinkedIn.com/in/leosery/](https://www.linkedin.com/in/leosery/)  
[leosery.com](http://leosery.com)  
[Github.com/LeoSery](https://github.com/LeoSery)

## PROFESSIONAL EXPERIENCES

### Mixed reality developer Unity3D

SimforHealth, Bordeaux - Oct 2023 / Oct 2025

Within a team of 10 people including 4 developers, I develop serious games for healthcare training using Unity3D. I actively contribute to "OPI", our internal framework based on Unity Scriptable Objects and the Addressable Assets system. I've designed custom editor tools that automate content integration, quality checks, and build processes. My work also includes developing cross-platform applications (WebGL, iOS/Android, PC/Mac) for medical education.

### Augmented Reality Developer Unity3D

YZAR, Bordeaux - Sep 2022 / Sep 2023

I contributed to the development of ARLab, a B2B augmented reality platform, within a team of 4 people including 3 developers. My work involved redesigning the application architecture and UI system to improve scalability and performance. I developed a runtime content download system using Firebase for dynamic AR experiences. I also created a custom AR object manipulation tool that enhances user interaction with 3D elements.

### Game Development Discovery Internship

Quantic Dream, Paris - Dec 2016

During this one-week immersion during the production of 'Detroit: Become Human', I observed multiple game development departments. This experience allowed me to discover engine programming, animation, rigging, and motion capture workflows. I participated in early gameplay testing sessions and exclusive trailer previews. I also explored cross-disciplinary collaboration in an AAA game production environment."

## PROJECTS

### Flocking behaviour simulation boids (PC Demo)

Ynov, Bordeaux | France - Feb 2025 / Mar 2025

Data-oriented flocking algorithm implementation with multithreaded CPU processing 2000 agents with real-time steering behaviour and collision detection. | UE5 - C++

### Procedural Terrain Generation (PC Demo)

Ynov, Bordeaux | France - Dec 2024 / Jan 2025

Created infinite terrain system with multi-threaded chunk generation, Perlin noise and triplanar materials. | UE5 - C++ | Team of 2

### Collection Aide-soignante (Mobile/WebGL Application)

SimforHealth, Bordeaux - Oct 2023 / Jan 2025

Serious game application for healthcare aide training | Unity3D - C# | Team of 10

### Game of Life 3D (PC Demo)

Personal - Aug 2024 / Oct 2024

Developed interactive 3D cellular automaton with custom rule sets and optimizations for large-scale simulations | Unity3D - C#

### Oakfolks (PC Game)

Ynov, Bordeaux - Sep 2024 / Jul 2025

Master's degree final project where I developed QTE systems and cooperative mechanics as lead developer | UE5 - C++ | Team of 19

### Frost Engine (Game engine)

Ynov, Bordeaux - Feb 2024 / Apr 2024

Main developer on game engine with ECS architecture, OpenGL rendering system and integrated runtime editor | C++ - OpenGL - ImGui | Team of 3

## SKILLS

### Programming languages

C# | C++

### Game engines

Unity3D | Unreal Engine 5

### Engine Technologies

Graphics Pipeline (Vulkan/GLSL) | Engine Architecture systems (ECS) | ImGui

### Dev tools

Git | Plastic SCM | IDE (VS, Rider, XCode) | GCloud

### XR Development

AR framework (Vuforia) | VR (Oculus SDK) | Unity Mobile (iOS/Android)

### Personal

Proactive | Inquisitive | Cooperative

## LANGUAGES & INTERESTS

### Language

French: Native | English: B2

### Interests

Programming, Video Games, Science, Space, Cars

### Hobbies

Climbing, Cinema, Sailing

## EDUCATION

### **Master 2 Game programming - Valedictorian**

YNOV Campus, Bordeaux | France - Sep 2020 / Sep 2025

Title obtained: "Computer and Information Systems Expert" - RNCP 7 (Equivalent to Master's degree)

### **STI2D Baccalauréat**

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

## CONTACT