

SÉRY Léo

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French nationality

French B license

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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 Sep 2020

5th year student.

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

STI2D Baccalauréat

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

PERSONAL SKILLS

Proactive

Inquisitive

Cooperative

LANGUAGES

French

Native

English

B1

INTERESTS

Technology

Programming, Video Games, AI,
Virtual Reality

Hobbies

Climbing, Space, Cinema, Sailing

PROFESSIONAL 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.

Game development discovery internship

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

PROJECTS

Flocking behaviour simulation boids (PC Demo)

Ynov, Bordeaux - Feb 2025 / Mar 2025
A data-oriented flocking behavior simulation system | UE5 - C++

Procedural terrain generation (PC Demo)

Ynov, Bordeaux - Dec 2024 / Jan 2025
Procedural terrain generation with chunk system | UE5 - C++

Collection Aide-soignante (Mobile / WebGL Application)

SimforHealth, Bordeaux - Oct 2023 / Jan 2025
Serious game application for healthcare aide training | Unity3D - C#

A-star Pathfinding (PC Demo)

Ynov, Bordeaux - Oct 2024
Visualization for A* pathfinding algorithm | UE5 - C++

Game of life 3D (PC Demo)

Personal - Aug 2024 / Sep 2024
3D implementation of Game of Life cellular automaton | Unity3D - C#

Poladroïd (PC / 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
Game engine with OpenGL rendering and ImGui | 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

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)