LÉA PRÉMONT

Software / Fullstack developer

As a French student in engineering and computer science, I was admitted to KTH for a double degree. I am now motivated to pursue my career abroad.

+33(0)6.52.10.04.12

premont.lea@gmail.com

140 rue Emile Zola 29820 GUILERS, FRANCE

TECHNICAL SKILLS

Programming languages

C++ / C#	Advanced
Python	Advanced
OpenGL	Intermediate
OpenCV	Intermediate
SQL	Intermediate
HTML/CSS	Notions

Tools and concepts

Git (GitHub/Gitea)	Advanced
Unity	Advanced
Computer vision	Intermediate
Blender	Familiar
AI	Familiar

LANGUAGES

French	Native speaker
English	Fluent - TOEIC 960
Spanish	Good working knowledge
Swedish	Basics

ASSOCIATIVE VOLUNTEERING

Team Leader at Enactus Centrale Nantes : managing students invested in entreprenarial actions

Member of Bee With Me: installation of hives on Centrale Nantes campus

llleea.github.io/

linkedin.com/in/lea-premont

github.com/Llleea

EDUCATION

2021-2023

KTH - ROYAL INSTITUTE OF TECHNOLOGY, STOCKHOLM

Double degree - Interactive Media Technology

- Multimodal interactions, AI, UX/UI, interaction design
- 6-month master thesis

2019-2023

CENTRALE NANTES

Engineering School

- Highly selective French School of Engineering conferring a diploma equivalent to a Master's Degree
- 1st year: Mathematics, physics, programming
- 2nd year: Specialization in Virtual Reality. Programming, 3D image synthesis, 3D modeling, augmented and virtual reality applications.

EXPERIENCES

2023

MASTER THESIS (6 MONTHS)

IMT Atlantique, Brest

- Subject: "Multimodal aids and augmented reality for navigation of people with Alzheimer's disease"
- Review of existing navigational aids for people with dementia
- Exploring solutions for outdoor use and localisation of Hololens 2
- Development of a navigational aid using Hololens 2 and user tests

2022

COMPUTER GAME DESIGN - PROTOTYPE OF A VIDEO GAME

KTH - Computer Game Design

- Writing a game design document, including the core functionalities of the game, a market analysis.
- Development of a working prototype using Unity 3D
- Demonstration at www.bonvoyage.tech

2021

ENGINEERING INTERNSHIP

University Hospital of Nantes

- Development of an application combining both virtual reality and a brain-computer interface, in order to relieve phantom-limb pain.
- Application experimented on 20 volunteers in order to collect data for a scientific article's submission
- 3D scan and photogrammetry to reconstruct the patient's body
- Development of another serious game