



LÉA PRÉMONT

Open application - Part-time job

As a French student in engineering and computer science, I was admitted to KTH for a double degree. I am now motivated to find a part-time job to allow me to practice and fully enjoy my stay in Sweden.



+33(0)6.52.10.04.12



premont.lea@gmail.com



Teknikringen 58A, 11204, 114 28 STOCKHOLM

TECHNICAL SKILLS

Programming

C++ / C#	Advanced
Unity	Advanced
Python	Advanced
OpenGL	Intermediate
OpenCV	Intermediate
SQL	Notions

Tools and softwares

Blender	Familiar
GIMP	Familiar
Git (GitHub/Gitea)	Advanced

LANGUAGES

French	Native speaker
English	Fluent - TOEIC 960
Spanish	Good working knowledge
Swedish	Beginner (still learning)

ASSOCIATIVE VOLUNTEERING

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

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



lleea.github.io/MyPages/



linkedin.com/in/lea-premont



github.com/Llleea

EDUCATION

2021-2023

KTH - ROYAL INSTITUTE OF TECHNOLOGY, STOCKHOLM

Double degree - Interactive Media Technology

- Multimodal interactions, game design
- 6-month internship in 2022

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

2021

ENGINEERING INTERNSHIP (4 MONTHS)

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

2021

OPTION GROUP PROJECT - ESCAPE GAME IN VR AND LEAP MOTION

Centrale Nantes

- Design of an escape game in virtual reality using a Leap Motion to interact with the scene
- Implementation using Unity. Work in a group of 6.

2020

OPTION PROJECT - HEIGHTMAP BASED 3D LAND GENERATOR

Centrale Nantes

- Design of a 3D land generator using heightmaps, with the possibility of customization (work in pairs)
- Implementation in OpenGL, OpenCV and GLFW.

2020

INTERNSHIP - POSTWOMAN (1 MONTH)

La Poste, Nantes

- A 5-week postwoman's job discovery in a mail distribution platform
- Sorting and delivering mail