Laérian Bontinck

Computer Science Student

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https://moutondemocrate.github.io/ProPortfolio/
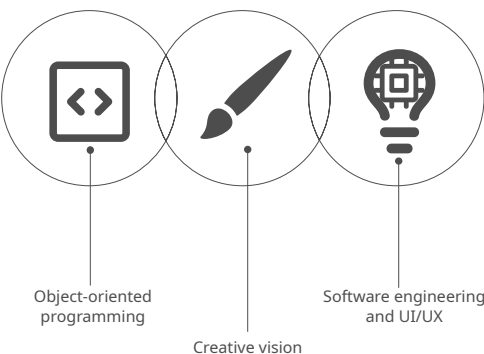*moutondemocrate.studio*

PERSONAL STATEMENT

I'm Laérian, a 22 years old student in computer science at the ENSEEIHT School of Toulouse in France. I specialise in object-oriented programming and software engineering.

I started my journey with shell scripting on the family's Linux computer at the age of 9, to make small text-based games. I soon discovered Scratch, then Python, which is the language I now know the most. I since learned C++, C#, Java, and I am currently learning Ada and Rust.

While I have not professional experience yet, I took part in many projects including Drehmal, a game for which I have made models, animations and a standalone installer using the free and open-source Godot Engine, and Lux Nova Studios, a game studios I help create, for which I was creative director of the first ever project of the studios.

During my school years at the ENSEEIHT, I have also come to be President of AC7PT, the inclusivity association, President of Les !mprobables, the improv club, and Vice-President of 7Fault, the game development club. During my third year, I also took the mantle of Class Representative of the Computer Science department.
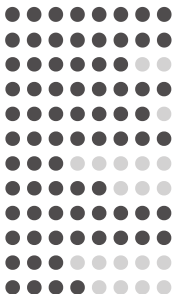
MY SPECIALITIES

Object-oriented programming

Creative vision

Software engineering and UI/UX

SKILLSET

01 Languages and Software

C++
Shell
Java
Godot
Python
HTML & CSS
Rust
C
Image Editing
Blender
Ada
C#

02 Strenths

Creative
Passioned about my work
Fast learner

03 Domains

Software Engineering
Game Development
Game Design
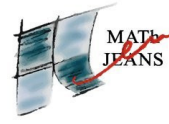Project Management
& Architecture

LANGUAGE SKILLS

FRENCH
First language

ENGLISH
C2 Level
C1 certified (2021)

GERMAN
B1 certified (2018)

EDUCATION

From September 2023 to Now.
Computer Science Student.
ENSEEIHT, Toulouse. France.

From September 2022 to June 2023
PSI* (Physics and Science of Engineering).
CPGE Châtelet de Douai. France.

From September 2021 to July 2022.
PCSI (Physics, Chemistry and Science of Engineering).
CPGE Châtelet de Douai. France.

From September 2022 to June 2023
General Sciences (Mathematics, Physics/Chemistry, Computer Science).
Lycée Queneau de Villeneuve-d'Ascq. France. (Final Year)
Lycée Rostand de Roubaix. France (First and Second Year)

PROJECTS

Drehmal : PRIMΩRDIAL
Model artist / Animator.
Made a standalone installer .

MATh.en.JEANS (Edition 2017-2018)
Subject : "Avalanches"
Recreated the problem using Python to simulate outcomes given specific starting conditions

1st Year Internship (2 months)
IRIT
Toulouse Computer Science Research Institute

Recreated a prototype for a 3D reconstruction rig in Blender
Created a dataset of pictures to test the 3D reconstruction algorithm
Created meshes and materials to test the limits of the algorithm.

2nd Year Internship (3 months)
Lux Nova Studio
Independant Game Development Studio

Worked on the studio's first project as creative director, main programmer, scenarist, writer and designer. Responsible for project architecture, organisation of the team, code management via GitHub and creative decisions.

HOBBIES & INTERESTS

Cinema · Music · 3D Modeling · Animation · Game Dev

Biking · Painting · Mixology · Experimental Photography · Physics