

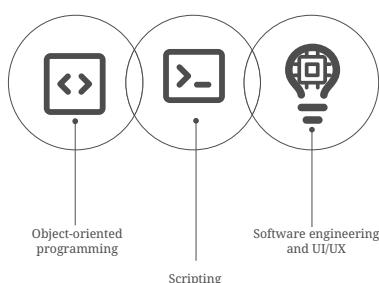
## PERSONAL STATEMENT

I'm LaArian, a 20 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, 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.

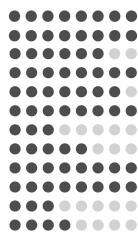
## MY SPECIALITIES



## SKILLSET

## 01 Languages and Software

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



## 02 General Knowledge

Object-oriented programming  
UI/UX Design  
Software engineering  
General scripting  
No-GUI/Terminal-based workflows  
3D Modelisation  
-> Shading-Composition-Rendering  
-> Hard-surface, organic, sculpting  
-> VFX, simulations, tracking

## LANGUAGE SKILLS



## EDUCATION

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

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

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

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

## PROJECTS



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



MATH.en.JEANS  
Edition 2017-2018  
Subject : "Avalanches"  
Made my first program destined to a project/team and not just to myself

## HOBBIES &amp; INTERESTS

