

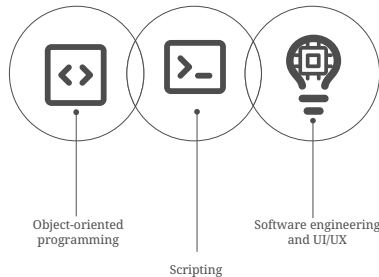
PERSONAL STATEMENT

I'm LaA©rian, a 20 years old student in computer science at the ENSEEIH 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.

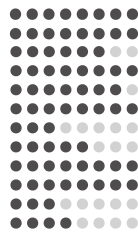
MY SPECIALITIES



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.
ENSEEIH de 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).
LyA©e Queneau de Villeneuve-d'Ascq. France. (Final Year)
LyA©e Rostand de Roubaix. France (First and Second Year)

PROJECTS



Drehmal : PRIM©RDIAL
Model artist / Animator.
Made a standalone installer .



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

HOBBIES & INTERESTS

