

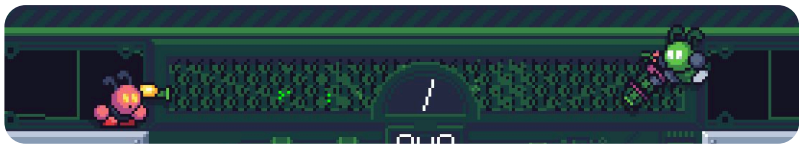


Léo Bernard

Student at ENSEEIHT, game developer, and artist

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Projects



Bugscraper

2022-now

Self-developed and published roguelike shooter made with the LÖVE framework. Release planned on Steam in 2026.

bugscraper.net



Globs

2024

Puzzle video game made using Godot, released on Steam, iOS and Android. I worked on code and art along with a team of 5.

ninesliced.com/globs



Ninesliced

Ninesliced

2024-now

Co-founder and co-leader of Ninesliced, a collective of southern France based video game developers.

ninesliced.com

Experience



Shanghai internship

2025

Vue 3 frontend development at Kinkotech, Shanghai, as part of a program for foreign students organized by SORSA.

kinkotec.com.cn



Illustrator

2025

Commission artist and illustrator, including for the game Blade Rush.

yolwoocle.com/art



Freelancer

2024

Worked as a Python freelance developer for an undisclosed project, using Nextcord, and working closely with the project lead for half a year.

Skills and Background

Skills

Godot

Svelte

Tailwind

Python

Lua

HTML/CSS/JS

Java

Game design

Graphic design

Illustration

Web design

Project management

Working with a team

Creative thinking

Education

ENSEEIHT

2025-now

Master's in Computer Science

Université de Toulouse

2023-2025

Double Bachelor's degree (maths & CS)

Lycée du Parc

2022-2023

CPGE (MP2I)

Lycée Joffre

2019-2022

Baccalaureate • "TB" mention

Languages



English

Fluent, TOEFL 109/120



French

Native



Mandarin

Native, HSK Level 5

Thoughts

I believe that creating is deeply human. It's a reflection of our soul and passion. It brings me joy in my life, and I hope to share this joy to other people. :)