# Léo Chely

# 12600 W80th, ARVADA, 80005 303-999-6596 | leochely@mymail.mines.edu leochely.github.io | Projects hosted on github.com/leochely | linkedin.com/in/leochely

# **EDUCATION**

# Colorado School of Mines, Golden CO

BS May 2020

Major: Computer Science + Robotics and Intelligent Systems

**GPA: 3.1** 

#### Awards:

- DrillingInfo C-MAPP Fellow
- Selected to take the Concours General in Physics and Math
- Uhlsport National Soccer Goalkeeping Challenge winner 2013 and 2014
- · Languedoc-Roussillon Soccer Cup Finalist 2013 and 2014
- 2017 CS@Mines Puzzle Contest 3rd Place

# **CPGE Joffre Preparatory School, Montpellier, FRANCE**

September 2015-June 2016

Scientific European Baccalaureate mention Very Good

June 2015

#### **EXPERIENCE**

# Colorado School of Mines, Teaching Assistant

May 2018-August 2018

Tutor and grader for programming concept class

# Math and Physics Teacher, Montpellier, FRANCE

May 2018-August 2018

Classes at home for high school and University of Montpellier students

# Ministry of Culture, Montpellier, FRANCE

June 2017-August 2017

Database creation and management for inventory tracking

# Ministry of Culture, Montpellier, FRANCE

June 2016-August 2016

IT assistance and computer repairing

### **SKILLS**

· Computer Skills:

Python, C++, Java, SQL, HTML, CSS, Javascript, Latex, Caml

Windows XP, Vista, 7, 10, Linux (Ubuntu, Lubuntu and Raspbian), MacOS X

Photoshop, Microsoft Office Suite, Certified SolidWorks Associate

· Communication:

Oral presentation skills, technical writing, reports and presentations

Multilingual: Fluent in English and French, basic knowledge in Spanish, Arabic and Chinese

# **PROJECTS**

#### CSM CSCI261: Tile Game

Built a game from the ground up using C++ and the SFML library

#### CSM CSCI262: Clue Game

Worked in a pair to make a Clue game in Java

# **CSM EPICS I: Motion Activated Light System**

- Researched issues encountered by pedestrians when crossing from dark walkways
- · Designed and build a system that makes drivers aware of the presence of pedestrians