Leonardo
Lopes Pereira

Software Developer

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in leonardo-lopes-pereira
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Professional Experience

2019 – 2020 **INRAE**, *Internship*, Developer
(National Institute for Agricultural Research, Food and Environment)
JS, technical expertise, rework of a PHP app into serverless with Electron.

Education

Currently **42**, Paris
A programming school that emphasizes teamwork and knowledge sharing between peers.
I'm also part of the tutors, who assist with the school's pedagogy.

2016 **Baccalauréat STI2D**, *information and digital systems*, (ISCED 3)
High Honors.

Projects

Game Jams
Several game jams, mostly made in Lua with Love2D. More about these on my portfolio.

Codingame
I am currently in the top 0.2% of players on the platform.

42 cursus projects

Taskmaster, Rust
A daemon that manages processes, similar to Supervisor.

Corewar, C, SDL
A virtual arena where programs written in assembly fight each other.

Lem-in, C, SDL
A graph theory/pathfinding implementation about optimizing the transfer of units from one
point to another.

Technical skills

Proficient: Rust, C, SDL2, Vim, Lua, Git, JS

Eager to learn or perfect: C++, Python

Interests

Creative work, Japanese culture, Programming, Sciences, Linguistics
Game Design theory, Travel (Australia, Europe, Reunion Island)