Victor Leblond

github.com/VictorLeblond https://vicleblond.com linkedin.com/in/victor-leblond viclebcoding@gmail.com

ABOUT

Passionate 3rd Computer Science student at Université de Montréal with a strong foundation in game development with over 7 years of experience in Unity. My goal is to make an impact with my creations as much as what my favorite's inspired me.

EDUCATION

Université de Montréal   September 2022 - Present
B.Sc. Computer Science
Collège Laflèche   May 2022
DEC Natural Science

COURSES TAKEN

Includes : Computer Graphic, Algorithms, Programming, Quantum Computing, Theoritical Computer Science, Data Base, Software Engineering

SKILLS

Languages: C#, C++, Java, Python, HTML/CSS, JavaScript, LaTeX
Tools: Unity, Git/GitHub, Visual Studio/Code, IntelliJ Clion, Texmaker, Photoshop, VCV Rack
Libraries: jQuery, React, THREE JS, p5.js, numpy, Docker

PROJECTS

vicleblond.com | *Github, VsCode*   January 2025
- Full stack web dev project, featuring all of my works so far
- Includes assets, animations, games and songs
- All of my other projects are in here

Dream Catchers | *Unity, Blender, Photoshop*   March 2024
- 10 weeks to make a game with 8 others
- Theme of dream, required online coop and AI behaviors

Flétrissure | *Adobe Premiere*   April 2019
- Highschool cinema class project
- Won best realization at Finale régionale de Courts-Métrage Mauricie

EXPERIENCE

Wilensky's Light Lunchl | *Server*   August 2024 – Now
Serving drinks, making Montreal's famous Wilensky's Special sandwiches

Fairmount Bagel | *Baker*   October 2023 – Mai 2024
Consisting of baking and rolling bagels

McDonald's | *Team Member*   October 2021 – May 2023

HOBBIES

3D Printing   2020 – Now
Printed various object, from figurines to practical object

Rock Climbing   2020 - Now
Practicing rock climbing indoor and outdoor, mainly bouldering