

Justine Leleu

Java Developer

As a passionate developer for programming and video games, I started as a gameplay programmer. I then started to explore web development. Finally discovering an interest in applications development in Java and the challenges it brings with it.

License

B + personal vehicle

Address

Mons

E-mail

justine.leleu@hotmail.com

Tel

+32 491 07 75 77

Github

github.com/JustineLeleu

LinkedIn

www.linkedin.com/in/justineleleu/

Skills

- Java
- Spring
- C++
- C#
- Javascript
- CSS/SCSS
- Bootstrap
- SQL
- Perforce
- Maven
- Spring Boot
- UE4/UE5
- Unity
- HTML
- Tailwind
- PHP
- Git/Github

Soft skills

- Autonomous
- Team work
- Adaptation capacity
- Organized

Languages

- French - native language
- English- Intermediate

Education

Formation in web development / Java

Becode.org, Charleroi

August 2023 → March 2024

7 months formation of autonomous work discovering web development, front-end, back-end and Java.

Formation in Game Programming

Helha, Mons

2020 → 2021

One year formation of discovering game development with Unreal Engine.

Bachelor in 3D Animation

Helha, Mons

2017 → 2020

Bachelor in 3D animation with discovering of the animation in general, modeling, rigging, rendering ...

Experiences

Wushu Legacy *Gameplay/UI programmer (Student project)*

January 2021 → May 2021

Helha, Mons

I participated in the development of the prototype of a runner game and the implementation of gameplay mechanics, UI and local multiplayer functionalities.

Nightmare at the Museum *Gameplay (Global Game Jam)*

2021

Helha, Mons

I participated to the development of the prototype of a horror game for the Global Game Jam 2021 and the implementation of gameplay mechanics and UI.