

HADOUIN

LEROY

CERTIFIED SOFTWARE ENGINEER ETD. 2025
UX DESIGNER - CREATIVE DEV.



Creative dev. with a strong technical background, shaped by hands-on experience on designing and implementing applications from scratch

Fast to learn and highly adaptable, I'm heading towards gaming and 3D animation fields.



LOCATION:
Paris, France

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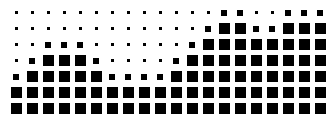


[LANG.]

FRENCH: Native
ENGLISH: Fluent
CHINESE: Learning

TOEIC 990

[SKILLS]

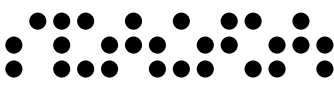


FIGMA | PROTOTYPING
FRONTEND | BRANDING
SVELTE | AI TOOLING
BLENDER | THREE.JS

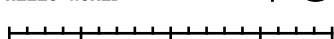
SCRUM MASTER

[HOBBIES]

BOXING DANCING
SINGING SKIING
CODING SCOUTING



OKDEPART
OKRELAJ
HELLO WORLD



WEB3 GAME STUDIO
FROM: JAN. 2025

GAME DEVELOPER ●● RUNELABS ● 1.5 YEARS

- ↳ Designed **Midgard** from the ground up, crafting its full **UX/UI, logo, brand,** and **3D assets** with a strong gaming identity and a **mobile-first, responsive** design approach. Helped shape a platform enabling decentralized monetization for indie studios.
- ↳ Led the full **frontend development** of Ponziland, crafting a polished on-chain game experience at the intersection of gaming and crypto. Partnered closely with the **Game Designer** to shape the UX and turn gameplay into intuitive, immersive user flows.
- ↳ Built animated landing page experiences, **Three.js** 3D scenes, and **Blender** assets, then led major rendering optimizations

R&D DELMIA - 3D SOFTWARE FOR INDUSTRY
FROM: SEPT. 2023 | TO: JAN. 2025

SOFTWARE ENGINEER ●● DASSAULT SYSTEMS ● 2 YEARS

- ↳ Led the end-to-end **architecture** and **redesign** of a documentation engine, taking it from requirements gathering to production deployment. Defined **user needs**, selected the technical stack, developed custom plugins, and set up the Docker and GitLab CI/CD infrastructure.
- ↳ Owned the integration of a code demo tool in a **Product Owner** role, coordinating with an **international** team and applying a **user-centered** approach across product, UX, and technical implementation.

ERP/CRM SOFTWARE
FROM: SEPT. 2022

FRONTEND DEV ●● ENORIA ● 6 MONTHS

- ↳ Delivered a full **UI redesign** and **UX improvements** for a CRM-like management application, making the product clearer, more modern, and easier to use. Bootstrap, SCSS, and JavaScript in an **agile** development environment.

JUNIOR DEV SHOP
FROM: FEB. 2023 | TO: SEPT. 2024

TECH LEAD ●● JUNIORISEP ● 1.5 YEARS

- ↳ Created JE Intervenants, a full Angular PWA combining a user-facing mobile app and an admin dashboard. Designed both mobile and desktop interfaces, led the frontend development, and structured the project with several collaborators.
- ↳ Technical qualification of bespoke client apps, including projects for AmpèreRenault, by assessing feasibility and defining appropriate technical approaches.

2026

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OUTPUT: DIGITAL
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CHANNEL: 04

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EDUCATION_RECORD

- // ISEP - ENGINEERING DEGREE - PARIS, FRANCE - 5YEARS
School coding projects, game dev and hackathons.
- // GLYNDWR UNIVERSITY - WREXHAM, WALES - 6MONTHS
UX Design courses, mobile app development.
- // PRESIDENCY UNIVERSITY - BANGALORE, INDIA - 3MONTHS
Management class, Blockchain group project.

