

Gameplay Programmer

Comfortable with UX design and enjoy building highly polished experiences.

Léo GRARD

Location

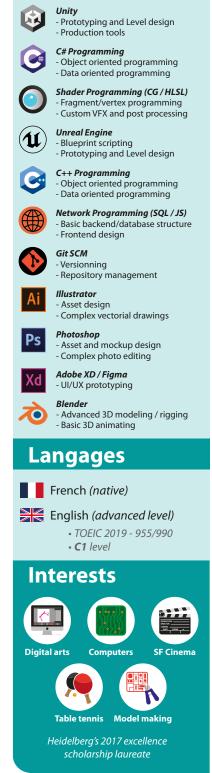
Paris, France

Contact in

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Skills



-	
Experie	nces

Since Sep. 2022 🖷	Unity gameplay programmer assistant (Ketchapp) - Work/studies • Responsible for C# Programming (UI, 3C and tools) • Prototyped hypercasual games within short cycles
Jun. / Dec. 2021 👄	Unity gameplay programmer (IterativeEducation) - Work/studies • Responsible for C# Programming (UI, 3C and tools) • Reworked UX and ergonomy
2018 / 2019 🖶	Project manager (Graph'Imprim) - Work/studies • Prepared the company to an audit leading to a certification

• Responsible for C# Programming (3C and systems)

• Responsible for Blueprint Programming (3C and UI)

• Defined gamefeel, polished ergonomy and narrative structure

• Responsible for C# Programming (3C and network client)

• Implemented network (Express JS server and SQL database)

• Implemented custom pathfinding and AI

Projects

Since Sep. 2023 Scepulturia - Tactical RPG (13 persons)

Oct. / Dec 2022
 RoomB - Narative game (5 persons)

Jan. / Mar. 2022 - MontKee - Platformer 2D (12 persons)

Education



2018/2019 One-year diploma Management and Communication (Gobelins, l'école de l'image) - obtained with honors

Project management skills

- Team project management-skateholder's relation management
- Transmedia architecture design
- Document design (PowerPoint, Word, Excel)

2016 / 2018 🎍 HNC Communication and Graphic Industry

(Gobelins, l'école de l'image) - obtained with honors