



Léo GRARD

Location

Paris, France

Contact

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Skills



Unity

- Prototyping and Level design
- Production tools



C# Programming

- Object oriented programming
- Data oriented programming



Shader Programming (CG / HLSL)

- Fragment/vertex programming
- Custom VFX and post processing



Unreal Engine

- Blueprint scripting
- Prototyping and Level design



Network Programming (SQL / JS)

- Basic backend/database structure
- Frontend design



Git SCM

- Versioning
- Repository management



Illustrator

- Asset design
- Complex vectorial drawings



Photoshop

- Asset and mockup design
- Complex photo editing



Adobe XD / Figma

- UI/UX prototyping



Powerpoint

- Document design and layout



Blender

- Advanced 3D modeling / rigging
- Basic 3D animating

Langages



French (native)



English (advanced level)

- TOEIC 2019 - 955/990
- C1 level

Interests



Digital arts



Computers



SF Cinema



Table tennis



Model making

Heidelberg's 2017 excellence scholarship laureate

Gameplay Programmer

Student looking for an Internship

Experiences

- Since Sep. 2022** ● Unity gameplay programmer assistant (Ketchapp) - *Work/studies*
 - Charged of C# Programming (UI, 3C and tools)
 - Prototyped hypercasual games within short cycles
- June / Dec. 2021** ● Unity gameplay programmer (IterativeEducation) - *Work/studies*
 - Charged of 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

Projects

- April / June 2022** ● Atomania - Free to play (7 persons)
 - Charged of C# Programming (3C and data)
 - Defined gamefeel and polished ergonomy
- Jan. / March 2022** ● MontKee - Platformer 2D (12 persons)
 - Charged of C# Programming (3C and network client)
 - Implemented network (Express JS server and SQL database)
- June / Dec. 2021** ● PlayLearner - 3D runner (12 persons)
 - Charged of C# Programming
 - Charged of UX and UI design

Education

- 2021 / 2024** ● 4 years Degree Game design and Programming (ISART Digital - Paris)

Video game design skills

- 3D/2D Gameplay programming
- 3D Mathematics
- Unity C# programming
- Gamefeel, signs / feedback and juiciness
- Unreal Engine blueprint visual scripting - *in progress*

- 2019 / 2021** ● 2 years studies Game design (ISART Digital - Paris)

Video game design skills

- Bricks, gameloops and Level design
- UI/UX design

- 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*