



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



C++ Programming

- Object oriented programming
- Data oriented programming



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



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

Comfortable with UX design and enjoy building highly polished experiences.

Experiences

- 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 ergonomics
- 2018 / 2019** • Project manager (**Graph'Imprim**) - *Work/studies*
 - Prepared the company to an audit leading to a certification

Projects

- Since Sep. 2023** • Scepultura - Tactical RPG (**13 persons**)
 - Responsible for C# Programming (3C and systems)
 - Implemented custom pathfinding and AI
- Oct. / Dec 2022** • RoomB - Narrative game (**5 persons**)
 - Responsible for Blueprint Programming (3C and UI)
 - Defined gamefeel, polished ergonomics and narrative structure
- Jan. / Mar. 2022** • MontKee - Platformer 2D (**12 persons**)
 - Responsible for C# Programming (3C and network client)
 - Implemented network (Express JS server and SQL database)

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 C++ / blueprint programming

- 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*