

Gameplay Programmer

Joachim Legrand

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LinkedIn

🔗 Portfolio

PROJECTS

Sandstorm Defender - 2nd place at Ubisoft Game Jam - Unity C# - PC, 6 students ↗

11/2025

- Coded player movements & wind physics
- Created dynamic dialogue & shop systems to improve immersion
- Designed a modular flow management to adjust the game's pace between phases
- Used shaders and particles to animate game objects

Stoneguard - Unity C# - Tower Defense - Nintendo Switch, 5 students ↗

09/2025 – 10/2025

- Implemented the Switch's gyroscope using the console's Development Kit
- Coded spells controlled with the gyroscope, and their animations
- Designed a dynamic camera whose behavior depends on the zoom

ReverSoul - Unity C# - Platformer - PC, 13 students ↗

01/2025 – 03/2025

- Worked in a team including artists, developers and sound designers
- Coded a system to save user data
- Contributed to player movement physics
- Adapted the game to be playable on mobile

Relaxed Rush - Unity C# - 3D Puzzle Game - PC/Mobile, solo project ↗

10/2024 – 12/2024

- Recreated an existing game from scratch using Unity 3D
- Coded objects behavior & reactions
- Designed new levels in addition to existing ones
- Created shaders to animate gameplay objects

PROFESSIONAL EXPERIENCE

Web Developer Internship, at Chientzu Wu, Psychoanalyst ↗

05/2025 – 07/2025

- Created a website from scratch using HTML5, CSS, JavaScript
- Designed a page for visitors to make an appointment, in-person or remote
- Conceptualized several pages to display the psychoanalyst's studies, experience & work
- Coded a cookie system to respect the user's privacy and a translation system to display pages in 3 languages

SKILLS

Programming

C#, C, Blueprint, Python, HTML, CSS, JavaScript

Game Engines

Unity, Unreal Engine, Godot

QA Test / Game Design / Level Design

Soft Skills

Communication, Teamwork, Adaptability

LANGUAGES

French

Native Language

English

Professional Proficiency

German

Basic working knowledge

Japanese

Basic working knowledge

EDUCATION

Master's Degree in Game Design & Programming, ISART Digital

2023 – 2028

Paris

French Baccalaureat (High School Diploma)

2022

Specialised in Mathematics, Physics, Chemistry

Paris