

Gameplay Programmer

Joachim Legrand

✉ joachimlegrand.pro@gmail.com ☎ +33 7 83 48 45 81 📍 Paris, France 🔗 LinkedIn 🔗 Portfolio

PROJECTS

- Sandstorm Defender - 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) Specialised in Mathematics, Physics, Chemistry	2022 Paris