

# Grégoire André

/gʁe.gwan/

Gameplay, UI and Tool Programmer  
8+ years of experience

- 5 games shipped (AA and indie)
- Broad range of skills and experience
- Adaptable and proven quick learner

**Languages** C++, C#, Python, Haxe, Javascript

**Tools** Git, Perforce, Jenkins

**Platforms** Steam, Playstation, Xbox

**Hobbies** Pottery    Tabletop role-playing  
Painting    Magic: The Gathering  
Climbing    Board game  
Knitting    Video game

**French** Native

**English** Fluent

gregoir.andre@gmail.com

## Experiences

### Gameplay, Tools and UI Freelance Programmer

Dec 2023 to Jun 2025 (1 yr 3 mos)

Paris, France - *Remote*

As the game's sole programmer, created prototypes and tools to streamline integrations for the artists. During production, implemented card fights and all the UI. Was responsible for Steam's pipeline configuration.

Python

Ren'Py

Shaders

Steam

Git

P\*\*\* and Cards



Card and board tactics in an adult-themed visual novel.

### Prototype programmer

*Not public yet* - May 2024

France - *Remote*

Gameplay iterations. Random generation of textures and events.

Godot

Git

Unannounced game

Resource management and real-time tactics.

### UI Freelance Programmer

Nimble Giant Entertainment - Feb 2023 to Jun 2023 (5 mos)

Buenos Aires, Argentina - *Remote*

Collaborated with the artists to integrate mid-sized menus. Also worked on the map and its interface, optimizing it to be readable at different zoom levels. Development was done on Paradox's legacy game engine.

C++

UX

Git

Star Trek: Infinite



A grand strategy based on Stellaris.

### Solo Developer

Nov 2020 to Aug 2022 (1 yr 10 mos)

France / Ireland

Created the entire game, including code, art, and writing, using Heaps, Shiro Games' engine, followed by a release on Steam. A deeply personal project.

Haxe

Shaders

Steam

Git

In Your Books



Short story with puzzles.

### Gameplay and UI Programmer

Eko Software - Sep 2017 to Oct 2020 (3 yr 2 mos)

Paris, France

Worked within a proprietary engine with the GDs to develop the quest, loot and craft systems, along with tools and menus. Contributed to porting the game to PS4, PS5, and Xbox. Was in charge of non-latin languages' integration. Set up Jenkins to generate builds for the artists and designers.

C++

Multiplayer

Jenkins

Perforce

Warhammer: Chaosbane



Hack & slash with up to 4 players, online or offline.

### Tools Programmer

Eko Software - Apr 2016 to Sep 2017 (1 yr 6 mos)

Paris, France

Built a tool to deform skeletons and meshes, enabling the quick integration of 2000+ rugby players. Produced an optimized system for audience rendering using instancing and shader animations. Created state based AI for accurate team behavior.

C++

Shaders

Multiplayer

Perforce

Rugby 18



Sport simulation for solo and local / online play.

### Intern Programmer

KT Racing - May 2015 to Aug 2015 (4 mos)

Paris, France

Car destruction and degradation. Tools for sound designers.

C++

C#

WRC 5



Physics-focused rally game simulation.

## Education

### Master of Engineering (M.Eng.), Information Technology

Efrei Paris - 2011 to 2016

*Major:* Imagery and Virtual Reality, specialty in video game development.

*Activities:* VP of Efrei Sport Climbing (2014); Webmaster (2012-15) and VP (2013) of Asian Efrei.

*Exchange semester at Université du Québec à Chicoutimi:* AI's

fundamentals, programming models and advanced data structures.

 LeGrimoire

 gregoireandre1

 LeGrimoire