

Grégoire André

/gʁe.gwan/

gregoir.andre@gmail.com

Gameplay, UI and Tool Programmer
Open to freelance or part-time work
8+ years of experience

- 5 games shipped (AA and indie)
- Broad range of skills and experience
- Adaptable and proven quick learner
- Often worked with old legacy code

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

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

Experiences

Gameplay, Tools and UI Freelance Programmer

Dec 2023 to Mar 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 4X 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 legacy 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: Program focused on AI, programming models and advanced data structures.

LeGrimoire

gregoireandre1

LeGrimoire