

# 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.

### 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 proprietary engine with the GDs and LDs to develop the quest, loot and craft systems, along with tools and menus. Contributed to porting

the game to Playstation 4, 5, and Xbox and was in charge of non-latin languages' integration. Set up Jenkins to generate builds for the artists and designers.

C++

Online or

Local coop

Jenkins

Perforce

Warhammer: Chaosbane



Hack & slash with up to 4 players online and/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 with local or online versus and a solo mode.

### 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: Vice-President of Efrei Sport Climbing (2014),

Webmaster (2012-15) and Vice-President (2013) of Asian Efrei.

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

Université du Québec à Chicoutimi - 2015

Completed a 4-month program focused on video game development,

AI, programming languages creation and advanced data structures.



LeGrimoire



gregoireandre1



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