

# Grégoire André

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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 build 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**

Rally game with an emphasis on physics 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.

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