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

LeGrimoire

gregoireandre1

LeGrimoire

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+ rugbymen. 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.