# Léo VIGUIER

Gameplay / Tool programmer

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leovgr.github.io 🌐

# EXPERIENCES

**1,5 year** | **UFO Robot Grendizer - The Feast of the Wolves** | **Endroad**

Gameplay programmer within a team of 25 people. Unity Engine.

- ECS
- Gameplay systems
- HUD & UI
- Tools (Audio, LA, LD, etc)
- Teamwork with different trades

**4 months** | **Overheat** | **CNAM - ENJMIN**

Eyetracker game in a team of 7, where I was the only programmer. Unity Engine.

- Device managment
- 3C
- Sound integration (Wwise)
- Physic optimization
- UI & HUD

# SKILLS

## Coding

C# | C++ | HLSL | Java | Kotlin | GLSL | SQL | Python

## Software

Unity | Git | Perforce | Visual studio

Unreal Engine

## Language

French (native)

English (fluent)

# EDUCATION

**2020 - 2022** **Gameplay Programmer Degree**
CNAM Enjmin, Angoulême

**2019 - 2020** **Triple Degree**
BS in computer science & DUETI (Limoges), Video games Baccalaureate (Canada)

**2017 - 2019** **Computer Science UTD**
University Institute of Technology (Limoges)

# HOBBIES

**Tennis**

**RPG**

**Animation movies**