Liam Grau

Game Programmer

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PROJECTS

IrisEngine, *Game Engine*

2025
- Used Agile and SCRUM methodologies
- Designed project architecture
- Built reflection system in C++
- ImplementedC# scripting system integrated with dotnet 9.0
- Used CMake for build automation

Third Person Shooter (need update), *TPS*

2024
- Developed reusable and powerful stamina system
- Combined C++ and BluePrint in EU5
- Managed a small development team
- Optimized the game for Nintendo Switch Dev Kit

PBR & IBL, *Rendering*

2024
- Conducted research on physically-based rendering
- Implementeed OpenGL rendering pipeline with transparency
- Used RenderDoc for debugging and performance analysis

PROFESSIONAL EXPERIENCE

Cybersecurity Job Shadowing, *Sopra Steria I2S*

2025 | Paris, France
- Discovered product development and cybersecurity workflows
- Observed legal, technical, and communication departments
- Gained insight into product setup, analysis, and penetration testing

Volunteering, *Nickaël Association*

2023 – 2024 | Cachan, France
- Maintained and improved operations at a cat shelter

EDUCATION

Master's Degree in Game Programming, *Isart Digital Paris* 🔗

2023 – Present | Paris, France
- Low- and high-level programming (C, C++, C#)
- Software architecture and design
- Graphics programming (OpenGL, Vulkan)
- Multithreading and optimization

SKILLS

Programming Language
- C / C# / C++
- BluePrint
- Python
- HTML / CSS

Tools
- Unity / Unreal Engine
- Git / Perforce
- CMake
- RenderDoc

Libraries
- Vulkan / OpenGL
- ImGUI
- JoltPhysics
- .NET

Project management
- Version Control (Git, Perforce)
- Agile and SCRUM
- Teamwork

Techniques
- Software architecture
- Complex algorithms
- Multithreading
- Advanced Mathematics and Physics

LANGUAGES

- French
- English

INTERESTS

Fencing
(national competitions)

Badminton, Aikido

Trumpet, harmonica, guitar

Video Games
(Hades, Guild Wars 2, Europa Universalis IV...)