# Liam Grau

## Game Programmer

✉ liamgrau01@gmail.com    📞 +33 7 69 09 21 03    📍 Paris, France    🔗 LinkedIn    ⭘ Portfolio

## PROJECTS

**IrisEngine,** *Game Engine*

2025

- Agile and SCRUM method used
- Project architecture
- C++ used
- C# scriptiong system integrated with dotnet 9.0
- Reflection system implemented
- CMake used

**Third Person Shooter (need update),** *TPS*

2024

- reusable and powerful stamina system implemented
- C++ and BluePrint interaction used in EU5
- Team management
- Game optimized for Switch Dev Kit

**PBR & IBL,** *Rendering*

2024

- Scientific research conducted
- OpenGL Graphic programming
- RenderDoc debugging used
- Transparency parameter implemented

## PROFESSIONAL EXPERIENCE

**Volunteering,** *Nickaël Association*

2023 – 2024 | Cachan, France

- maintain a cat shelter

**Cybersecurity Job Shadowing,** *Sopra Steria I2S*

2025 | Paris, France

- Product confection departments (Juridical, Product creation)
- Technical departments (Product setup, Analyst, Penetration tester)
- Communication departments (HR, Marketing)

## EDUCATION

**Master's Degree,** *Isart Digital Paris* 🔗

2023 – Present | Paris, France

- Low- and high-level programming (C, C++, C#)
- Software architecture and design
- Advanced algorithms
- Graphics programming (OpenGL, Vulkan)
- Multithreading

## SKILLS

**Programming Language**

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

**Tools**

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

**Libraries**

- Vulkan / OpenGL
- ImGUI
- JoltPhysics
- dotnet

**Project management**

- Versionning 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...)