

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# scripting 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

- Versioning 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...)