Developer

Louis GRANGE

23 Years old

Rosières (43)

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Driver's license & Car

Website
https://louis-grange.github.io/Portfolio/

I am a passionate student in everything I do. I like to create, invent, develop whether manual or intellectual. Programming allows me to develop/concreate my ideas in an exciting, vast and constantly evolving field.
In one sentence, for me, what is new, is exciting.

Center of interest

🎮 Video Games

🔭 Astronomy

💡 Creations

Skills

C++ · C# · JS · PHP · Python · HTML5 · CSS3

Visual Studio · Visual Studio Code · Qt · PHPStorm · Unity · Unreal Engine 4&5 · Photoshop · Blender

Premiere Pro · Affinity Designer · React · English C1 · Certification AZ-900 · Android Studio

Professional Background

VR Developper

UniVR Studio   Lyon(69)   2021/2023
Development of professional formations or commercials experiences in Virtual Reality on Unreal Engine.

Software/API Developer

Katalyse Innovative Solution   Le Puy-En-Velay(43)   2020/2021
Development of a cloud-native back-end based on Azure serverless, Functions as a Service and database services.

Trained

Mastere's degree in Game Programming

↳ Ynov University   Lyon(69)   2021/2023

Bachelor's degree in Development of interactive 3D graphic applications

↳ UIT Computer Graphics   Le Puy-en-Velay(43)   2020/2021
(University of Clermont Auvergne)

Technical degree in Computer Science

↳ UIT Computer Graphics   Le Puy-en-Velay(43)   2018/2020
(University of Clermont Auvergne)

Certificate of initiation Aeronautics   **Quite Well**

↳ High school La Chartreuse   Brives-Charensac(43)   2017/2018

High School diploma General and Technological: (baccalauréat STI2D)   **Well**

↳ High school La Chartreuse   Brives-Charensac(43)   2016/2018

Achieved

Autonomous Incubator

↳ Autonomous Incubator using Arduino + Associated Website   Co-production

Games 2D / 3D

↳ "The Phoenix" 2D platformer game   Unity   Personal Production
↳ "Vivaldia"2D RPG game in view 3/4   Unity   Co-production
↳ "Fallen" 3D RPG game   Unreal Engine 4   Co-production

Softwares 3D

↳ Visualization of the Rocher Saint-Michel of Le Puy-en-Velay in 3D on Unreal Engine 4   Co-production

↳ Visualization of Fluid flow in a 3D organs using the NVIDIA Flex library   Co-production

More personnal or Team Project on my website : https://louis-grange.github.io/Portfolio/