IT Developer

Louis GRANGE

French citizen in Malaysia

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Driver's license & Car

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

Passions & Interests

🎮 Video Games

🔭 Astronomy

💡 Creations

I am a passionate and innovative developer with a strong drive to create and bring ideas to life, whether through software or game development. I thrive on tackling new challenges in this exciting and ever-evolving field, where every project offers a chance to push boundaries and explore new possibilities.

Skills

C++ | C# | Java | JS | PHP | Python | OOP | 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

Australia
↳ 1 Year of Working Holiday Visa in Australia — Australia — 2024/2025

VR Developer
↳ UniVR Studio — Lyon (FRANCE) — 2021/2023
Development of professional training experience, commercial experiences and aware experience in Virtual Reality using Unreal Engine, for corporate clients.

Software/API Developer
↳ Katalyse Innovative Solutions — Le Puy-En-Velay (FRANCE) — 2020/2021
Development of a cloud-native back-end based on Azure serverless, Functions as a Service and database services.

Education

Master's degree in Game Programming
↳ Ynov University — Lyon (FRANCE) — 2021/2023

Bachelor's degree in Development of interactive 3D graphic applications
↳ UIT Computer Graphics (University of Clermont Auvergne) — Le Puy-en-Velay (FRANCE) — 2020/2021

Technical degree in Computer Science
↳ UIT Computer Graphics (University of Clermont Auvergne) — Le Puy-en-Velay (FRANCE) — 2018/2020

Certificate of initiation Aeronautics
↳ High school La Chartreuse — Brives-Charensac (FRANCE) — 2017/2018

High School diploma General and Technological: (baccalauréat STI2D)
↳ High school La Chartreuse — Brives-Charensac (FRANCE) — 2016/2018

Projects

Softwares
↳ Visualization of the Rocher Saint-Michel of Le Puy-en-Velay in 3D — Unreal Engine 4 — Collaboration
↳ Visualization of Fluid flow in a 3D organs using the NVIDIA Flex library — Unity — Collaboration
↳ Build 3D Game engine on Qt — Qt — Collaboration

Games 2D / 3D
↳ "Gravity" 3D puzzle game — Unreal Engine 5 — Personal Production
↳ "Rogue-Like" 3D Rogue-Like view 3/4 — Unity — Collaboration
↳ "Fallen" 3D RPG game — Unreal Engine 4 — Collaboration
↳ Virtual Reality experience for breast cancer awareness in women — Unreal Engine 4 — Collaboration

Explore more personal and team projects on my online portfolio : https://louis-grange.github.io/Portfolio/