

IT Developer

Louis GRANGE

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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



Professional Background

Software Developer

 **VIRTUAL FIELD** Architecture Visualization Software Developer Malaysia (Kuala-Lumpur) 2025/Now

Working Holiday Visa

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

VR Developer

 UniVR Studio 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 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

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
- ↳ Visualization of Fluid flow in a 3D organs using the NVIDIA Flex library
- ↳ Build 3D Game engine on Qt

	Unreal Engine 4	Collaboration
	Unity	Collaboration
	Qt	Collaboration

Games 2D / 3D

- ↳ "Gravity" 3D puzzle game
- ↳ "Rogue-Like" 3D Rogue-Like view 3/4
- ↳ "Fallen" 3D RPG game
- ↳ Virtual Reality experience for breast cancer awareness in women 

	Unreal Engine 5	Personal Production
	Unity	Collaboration
	Unreal Engine 4	Collaboration
	Unreal Engine 4	Collaboration