

IT Developer

Louis GRANGE

24 Years old

French citizen in Australia

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Driver's license & Car

Website

<https://louis-grange.github.io/Portfolio/>

Center of interest



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

- VR Developer**
 - UniVR Studio Lyon(69) 2021/2023
Development of professional formations or commercials experiences (for corporate client) in Virtual Reality on Unreal Engine.
- Software/API Developer**
 - Katalyse Innovative Solutions 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 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
- Softwares 3D**
 - Visualization of the Rocher Saint-Michel of Le Puy-en-Velay in 3D on Unreal Engine 4 Collaboration
 - Visualization of Fluid flow in a 3D organs using the NVIDIA Flex library Collaboration

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