

# IT Developer

**Louis GRANGE**

French citizen in Malaysia

+33 6 68 23 01 60

+60 16 279 0764

l-grange@outlook.fr

Driver's license & Car

Website

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

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




<b>Software Developer</b>			
<b>VIRTUAL FIELD</b>	Architecture Visualization Software Developer	Malaysia (Kuala-Lumpur)	2025/Now
	Developing software with integrated tools for building analysis, providing data-driven insights and streamlined project management.		
	<b>Working Holiday Visa</b>		
	1 Year of Working Holiday Visa in Australia	Australia	2024/2025
	<b>VR Developer</b>		
	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.		
	<b>Software/API Developer</b>		
	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






<b>Master's degree in Game Programming</b>			
	Ynov University	Lyon (FRANCE)	2021/2023
<b>Bachelor's degree in Development of interactive 3D graphic applications</b>			
	UIT Computer Graphics (University of Clermont Auvergne)	Le Puy-en-Velay (FRANCE)	2020/2021
<b>Technical degree in Computer Science</b>			
	UIT Computer Graphics (University of Clermont Auvergne)	Le Puy-en-Velay (FRANCE)	2018/2020
<b>High School diploma General and Technological: (baccalauréat STI2D)</b>			
	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/>

## Passions & Interests



Video Games



Astronomy



Creations