



Search work experience

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.

Louis GRANGE

20 Years old

Rosières (43)

06 68 23 01 60

l-grange@outlook.fr

Driver's license & Car

Website

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

Center of interest



Video Games



Astronomy



Creations

Skills



Visual Studio



Visual Studio Code



Qt



PHPStorm



Unity



Unreal Engine 4



Photoshop



Blender



Premiere Pro



Affinity Designer



Anglais B2



Certification AZ-900

Professional Background

Software/API Developer

Katalyse Innovative Solution
Development of a cloud-native back-end based on Azure serverless, Functions as a Service and database services.

Le Puy-En-Velay(43) 2020/2021

Trained

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

UIT Computer Graphics
(University of Clermont Auvergne)

Le Puy-en-Velay(43) 2020/2021

Technical degree in Computer Science

UIT Computer Graphics
(University of Clermont Auvergne)

Le Puy-en-Velay(43) 2018/2020

Certificate of initiation Aeronautics

High school La Chartreuse

Quite Well
Brives-Charensac(43) 2017/2018

High School diploma General and Technological: (baccalauréat STI2D)

High school La Chartreuse

Well
Brives-Charensac(43) 2016/2018

Achieved

Autonomous Incubator

Autonomous Incubator using Arduino + Associated Website

Co-production

Games 2D / 3D

"The Phoenix" 2D platformer game
"Vivaldia" 2D RPG game in view 3/4
"Fallen" 3D RPG game



Personal Production
Co-production
Co-production

Softwares 3D

Visualization of the Rocher Saint-Michel of Le Puy-en-Velay in 3D on Unreal Engine 4
Visualization of Fluid flow in a 3D organs using the NVIDIA Flex library

