

# IT Developer

**Louis GRANGE**

24 Years old

French citizen in Australia

+33 6 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

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 in Virtual Reality on Unreal Engine.
- Software/API Developer**  
Katalyse Innovative Solution 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/>