Developer

Louis GRANGE

20 Years old

Rosières (43)

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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 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.

Skills

C++ | C# | JS | PHP | Python | HTML5 | CSS3

Visual Studio | Visual Studio Code | Qt | PHPStorm | Unity | Unreal Engine 4 | Photoshop | Blender

Premiere Pro | Affinity Designer | React | English B2 | Certification AZ-900

Professional Background

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

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   Co-production

Games 2D / 3D
"The Phoenix" 2D platformer game   Unity   Personal Production
"Vivaldia"2D RPG game in view 3/4   Unity   Co-production
"Fallen" 3D RPG game   Unreal Engine 4   Co-production

Softwares 3D
Visualization of the Rocher Saint-Michel
of Le Puy-en-Velay in 3D on Unreal Engine 4   Co-production

Visualization of Fluid flow in a 3D organs
using the NVIDIA Flex library   Co-production