



Evahn Le Gal

Software Development Engineer

Looking for a software developer position specializing in C/C++ in the field of simulation, 3D or video game starting January 2026.

PERSONAL DETAILS

	Born January 28, 2002
	+33 7 68 51 08 61
	evahn.le.gal@gmail.com
	linkedin.com/in/evahn-le-gal
	github.com/Vurremt

SOFTWARE SKILLS

Programming

Professional proficiency:

C++ (17)

Intermediate knowledge:

C++ (20), QML, C, C#, Python

Functional knowledge:

Java, Swift, Kotlin, SQL, JS

Framework

Qt, .NET, TensorFlow

Modeling

UML, Design Patterns

DevOps

Git, Cmake, Jenkins

Game engine (beginner)

Unity, Unreal Engine

LANGUAGES

French: Native Speaker	
English: Advanced Level	B2
Spanish: Basic Level	A2
Japanese: Basic Level	A1

INTERESTS

Video Game and Game Design

Game Jam 2023, 2025

Game Design Portfolio (in french)
vurremt.github.io/portfolio/fr/Portfolio

Personal Development

Writing (fantasy), World building and Lore, Role-play games

AI, Mangas, Tactical RPG

Basket-Ball, Fencing
(10 years of volunteering)

WORK EXPERIENCES

SOFTWARE DEVELOPMENT INTERNSHIP

6 months, 2025

Development of a **major** animation feature in **texturing** software
Adobe Substance 3D Designer, Clermont-Ferrand

- Adapting to a **C++** codebase that is over 15 years old
- Independent discovery and integration of **QML**
- Active participation in a confirmed team

C++, Qt, QWidget, Qt Quick (QML), Git, CMake, Jenkins, Visual Studio

INTERIM MISSIONS

(Manual handling) Summer 2021 and 2022
Plane Logistique – Cébazat and Dactyl Buro – Aubière

PROJECTS

FINAL YEAR PROJECT

1st semester 2025

Programmable physics game engine with realistic rendering in **C++**
ISIMA Clermont INP

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| <ul style="list-style-type: none">- API for programming- Physics with PhysX | <ul style="list-style-type: none">- Interface and guizmo in ImGui- PBR Shader + Dynamic Lights |
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C++, OpenGL, ImGui, PhysX, Git, vcpkg, Visual Studio

FIRST YEAR PROJECT

Summer 2023

Simulated environment with Reinforced Learning in **C** and **SDL**
ISIMA Clermont INP

OTHER UNIVERSITY PROJECTS

2020 – 2025

ISIMA Clermont INP – Clermont Auvergne University

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| C++, C (+SDL), C# (.NET), Python (+TensorFlow), Java (Angular) + Spring Boot (Maven / Kafka), HTML, CSS, JS, Docker, Kubernetes, SQL, MySQL, Processing, OpenCV |
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EDUCATION

COMPUTER ENGINEERING DIPLOMA

2025

ISIMA Clermont INP – Software Engineering Specialization + Integrated preparatory class

INTERNATIONAL EXCHANGE SEMESTER

2nd Semester 2024

9 S mentions (maximum mark) + 7 other mentions
Kyushu University, Fukuoka, Japon

REFERENCES

Jonathan CAUX

jcaux@adobe.com

Internship tutor at Adobe, Senior Software Development Engineer

Letter of recommendation available upon request