



# 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](https://linkedin.com/in/evahn-le-gal)  
 [github.com/Vurremt](https://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](https://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

- API for programming
- Interface and gizmo in **ImGui**
- Physics with **PhysX**
- **PBR** Shader + Dynamic Lights

**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

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

### 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](mailto:jcaux@adobe.com)

Internship tutor at Adobe, Senior Software Development Engineer

**Letter of recommendation** available upon request