

Romain Legrand

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Master's Degree Student – Year 1 Computer Science

Development & Programming

- C++, Python, Java, C#, JavaScript, PHP
- Unreal Engine, Unity
- Qt Creator, Git/GitHub
- SQL, HTML/CSS
- Basic network knowledge
- Methodologies : Agile, Scrum

Digital Creation & Graphics

- Blender – 3D modeling, basic texturing
- Substance Painter – material creation and application
- Adobe Photoshop – retouching, textures, 2D assets

LANGUES

- French: native language
- English: independent (B1, TOEIC 780)
- Spanish: elementary (A2)

Portfolio :<https://isweaz.github.io/>



Junior programmer, eager to continuously develop my programming skills. I am confident in my ability to adapt and work in a team to achieve the objectives assigned to me.

FORMATIONS

Master's Degree in Computer Science – University Lyon 2 2025-2027

- General curriculum in the field of computer science
 - Project management, group work
 - Networking
 - Web, SQL
- Specializations: C++, image processing, supervised learning, digital creation

Bachelor's Degree in Digital Systems for Multimedia - ISEN Méditerranée 2022-2025

- Training in immersive technologies using Unreal Engine and Unity
 - Programming
 - 3D modeling
 - Digital creation
- Specialization in video game development

Bac STI2D - Lycée Les Eucalyptus, Nice 2019 -2022

- Training in digital systems (STI2D – SIN specialization)
 - Programming
 - Technological innovation and eco-design
 - Sustainable development
 - Energy and environment

PROJETS SIGNIFICATIFS

Final-Year Internship | Unreal c++, QtCreator 2025 - 6 months

- Migrating a simulator to Unreal Engine 5.
- low-level communication with Vulkan to enable interoperability with QtCreator.

Mouse D. Pirates | Unity, C#, GitLab 2024 - 1.5 months

- Casual versus game for 2 to 4 players
- Responsible for the AI system using Unity NavMesh
- Teamwork