

# Romain Legrand

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Portfolio :

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



## ABOUT

As a young programmer, I am eager to constantly develop my programming skills. I am confident in my ability to adapt and work as part of a team to achieve the objectives set for me.

## STUDIES

### Master's degree in computer science - Université Lyon 2 2025-2027

- Master's degree in computer science Generalist course in the field of computer science.
  - Project management, group work
  - Networking
  - Web, SQL
- Options: C++, image processing, supervised learning, digital creation.

### Bachelor's degree in digital systems for multimedia 2022-2025

#### - ISEN Méditerranée

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

## SIGNIFICANT PROJECTS

### Final year internship | Unreal c++, QtCreator 2025 - 6 month

- Migration of an existing simulator to Unreal Engine 5.
- Low-level communication under Vulkan to implement interoperability with QtCreator.

### Mouse D. Pirates | Unity, C#, GitLab 2024 - 1 month 1/2

- Casual game in versus mode for 2 to 4 players.
- Responsible for the AI system with Unity's **navmesh**.
- Teamwork.

## SKILLS

### Programming languages

- Java (16h)
- WebDev (HTML, JS, PHP...+80h)
- Python (+90h)
- C++ (+250h)
- Unreal (300h)
- C# Unity (+400)

### Tools & Technologies

- Version control: Git, GitHub
- Video editing: DaVinci Resolve
- Methodologies: Agile, Scrum (basic concepts)

## Languages

- French: Native language
- English: independant (B1, TOEIC 780)
- Spanish: elementary (A2)