

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)