Sasha Legrand

Software developer

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👤 PROFILE

Software developer with experience working on 3D game engine and a USD scene viewer. Comfortable with C++, user interfaces, versioning with Visual Studio, Qt and Git. And enjoy complex tools integration.

🧠 SKILLS

Languages	**Engine**	**Versioning**	**Tools**
C++/C#/C	Unity/Unreal	Git/Gitlab/Perforce	Visual studio/Rider

💼 EXPERIENCE

C++ Software developer, *CST*   09/2023 – 07/2025
Developed 3D USD scene viewer and annotations system for film studios   Paris, France
pipeline integration. Designed user interface with Qt framework.

Gameplay and tool developer, *Ikigai: Games for Citizens*   01/2023 – 09/2023
Developed modular tools for designers and various gameplay bricks on   Paris, France
Unity. Maintained compatibility and flexibility across projects.

📁 PROJECTS

Game Developer - GumGumCup,   09/2023 – 06/2024
Multiplayer party game based on gum physic

AI Developer - RTS-AI, *AI army management*   03/2023 – 06/2023
Designed hierarchical strategic decision-making system for an artificial
intelligence army in Unity.

Software Developer - Hydrill Engine, *3D game software*   01/2022 – 06/2022
Developed a generalist game engine in C++.
Implemented object component system and scripting solution through a
reflexion library.

🎓 EDUCATION

Master's degree in Lead Game Programmer, *Isart Digital*   2020 – 2025
Video games, engine tools and gameplay programming.   Paris, France

Higher national diploma, electronic, *Université de Toulon*   2018 – 2020
Printed circuit design, robots AI development and industrial computing.   Toulon, France

🌐 LANGUAGES

French	**English**
Native / Full working proficiency	Full professional proficiency

⛰ INTERESTS

Music	**Sports**	**Read**	**Video games**
Piano, guitar	Climbing, hiking	Mangas, webtoons	FPS, TPS, Puzzles