



# Léo VIGUIER

Gameplay / Tool programmer

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[leovgr.github.io](https://leovgr.github.io)

## EXPERIENCES

1,5 year

**UFO Robot Grendizer - The Feast of the Wolves**

**ENDROAD**

Gameplay programmer within a team of 25 people. Unity Engine.

- ECS
- HUD & UI
- Teamwork with different trades
- Gameplay systems
- Tools (Audio, LA, LD, etc)

4 months

**Overheat**

**CNAM - ENJMIN**

Eyetracker game in a team of 7, where I was the only programmer. Unity Engine.

- Device management
- Sound integration (Wwise)
- UI & HUD
- 3C
- Physics optimization

## SKILLS

### Coding

C# C++ HLSL Java Kotlin GLSL SQL Python

### Software

Unity Git Perforce Visual studio  
Unreal Engine

### Language

French (native)  
English (fluent)

## EDUCATION

**2020 - 2022 Master Degree (Gameplay programming)**

CNAM Enjmin, Angoulême

**2019 - 2020 Triple Degree**

BS in computer science & DUETI (France), Video games Baccalaureate (Canada)

**2017 - 2019 Computer Science UTD**

University Institute of Technology (Limoges, France)

## HOBBIES

Tennis

RPGs

Animation movies