# Sasha Legrand - Game Programmer

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## Projects

2021 - **Ritsaï,** strategic AI for RTS game (Team of 3 programmers)
Designed hierarchical strategic decision-making system for an Artificial Inteligence army in Unity.

2022 - **Hydrill Engine,** 3D game engine (Team of 3 programmers)
Programmed a generalist game engine in C++. Implemented object component system and scripting solution through a reflexion library.

2022 - **Mont Kee,** platformer 2D game (Team of 2 programmers and 3 design programmers)
Ported PC game on Nintendo Switch using a DevKit tool.

2022 - **Gladiator,** beat them all game (Team of 2 programmers)
Developed on Unreal Engine in C++. Created the player controller and enemy artificial intelligence.

## Experience

**Web Developer,** October 2022 - Heureux Qui Communique, Le Havre, France
Researched on Search Engine Optimisation (SEO), website optimisation and directed specifications.

**Supermarket water section manager,** Summer 2021 - Géant Casino, Gassin, France
Headed shelf stocking and products facing, managed telephone reception service and participated in deliveries.

**Receptionist and cashier in bank,** Summer 2018/2019 - Société Marseillaise de Crédit, Hyères, France
Brought customer support, controlled cash inflows/outflows and ensured assistance to the advisors.

## Education

**Master's Degree in Game Programming,** September 2020 to June 2025
Isart Digital, Paris, France
Developed tools and games. (3D Engine, gameplay, AI, network, research)

**University diploma in technology,** September 2018 to June 2020
Toulon University, La Garde, France

**Economic and social sciences High School Diploma,** September 2016 to June 2018
Graduated with honors - Lycée Paul Langevin, La Seyne-Sur-Mer, France

## Skills

**Programming languages:** C++/C#/C, Python, GLSL, HTML/CSS

**Software/Tools:** Unity, Unreal Engine, Visual Studio, Rider, Git, Perforce

**Libraries:** OpenGL, GLFW, ImGui

**Mathematics:** Linear algebra (vectors, matrices, quaternions), 2D/3D collisions detection, derivation, complex numbers, dynamics

**Languages:** Native French and Fluent English

## Hobbies

**Music:** Piano, guitar, drums

**Read:** Manga, webtoons

**Sports:** Climbing, skateboarding

**Video games:** FPS, TPS, puzzle, competition