

# Loïc BRAUD Game Programmer

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📞 +33 6 79 29 76 62

📍 Paris region

🔗 Portfolio

LinkedIn

## SKILLS

### Game development :

- Unreal Engine 5 (C++, Blueprint)
- Unity (C#)

### Networking:

- TCP (C#)
- Unreal Engine 5 Networking (C++, Blueprint)

### Graphics API :

- OpenGL / Vulkan

### Game engine development (C++)

### Versioning :

- Git (GitHub, GitLab, Fork)
- Perforce

### Agile et Scrum Documentation

### Optimization et Debugging :

- Multithreading (C++)
- Debugging and Profiling (CPU, GPU)

### Sciences:

Advanced Mathematics , Physics

## PROFESSIONAL EXPERIENCE

### VR Game Master

one month internship

- Welcomed and assisted customers throughout their VR experience.
- Solved technical issues

### MindOut

06/2025 | Paris, France

## PROJECTS

### Iris Engine

Game Engine Programmer  
ISART Digital, Paris

02/2025 - 05/2025

Visual Studio - C++

Developed a fully functional and customized game engine with a team of programmers.

- Implemented **Scene Entity Component System**
- Integrated Jolt's **Physics Engine**
- **Documentation**
- Applied **Agile and Scrum** methodologies

### Third Person Shooter

Game Programmer  
ISART Digital, Paris

11/2024 - 12/2024

Console, PC

Unreal Engine 5 - C++, Blueprint  
Switch Development Kit

- **Gameplay** : implemented shooting and movement mechanics
- **UX/UI** : menus, HUD
- **Asset integration**: models and sounds

## EDUCATION

### Video Game Engineer / Game Programming Degree

Isart Digital

2023 - 2028 | Paris, France

## LANGUAGES

**French** – Native speaker

**English** – Professional proficiency

## INTERESTS

### Ice hockey

11 years, national level

### Saxophone

10 years

### Video games

single/multi player,  
adventure, RPG

### Escape games

physical and board  
games