

Loïc BRAUD Game Programmer

✉ loic.braud95@gmail.com ☎ +33 6 79 29 76 62 📍 Paris region 📄 Portfolio 🔗 LinkedIn

SKILLS

Game development : <ul style="list-style-type: none">Unreal Engine 5 (C++, Blueprint)Unity (C#)	Graphics API : <ul style="list-style-type: none">OpenGL / Vulkan Game engine development (C++)	Optimization et Debugging : <ul style="list-style-type: none">Multithreading (C++)Debugging and Profiling (CPU, GPU)
Networking: <ul style="list-style-type: none">TCP (C#)Unreal Engine 5 Networking (C++, Blueprint)	Versioning : <ul style="list-style-type: none">Git (GitHub, GitLab, Fork)Perforce Agile et Scrum Documentation	Sciences: Advanced Mathematics , Physics

PROFESSIONAL EXPERIENCE

VR Game Master one month internship	MindOut 06/2025 Paris, France
<ul style="list-style-type: none">Welcomed and assisted customers throughout their VR experience.Solved technical issues	

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. <ul style="list-style-type: none">Implemented Scene Entity Component SystemIntegrated Jolt's Physics EngineDocumentationApplied 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 <ul style="list-style-type: none">Gameplay : implemented shooting and movement mechanicsUX/UI : menus, HUDAsset integration: models and sounds
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EDUCATION

Video Game Engineer / Game Programming Degree Isart Digital 2023 - 2028 Paris, France
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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
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