

Hadrien Grandry

Freelance Software Developer | Montreal & Remote

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Skills

Languages and software

C# / .Net, Mono
Unity3D
Monogame
WPF / Winforms
Html5, Css3, Sass, Typescript, Javascript
Haxe, As2, As3, Flash
Lua, Stingray Engine
Git, Gulp, Perforce, Jira
Photoshop, Illustrator, 3DsMax

Development skills

Full-Stack Desktop/Mobile/VR development
Production tools and workflow
Gameplay and UI programming
Software architecture
Optimization, Debugging

Communication

Native French level, fluent in English

Experience

Freelance Software Developer / October 2015 – Present

Playtika: Full Stack development for mobile with Unity3D, .Net, WCF, C#, SQL. Optimization, debugging.
Valtech: Development of a VR application with Unity3D
Autodesk: R&D and programming for real-time visualization project in Stingray engine (Lua, 3dsMax, MaxScript).
Full stack development, debugging and support for Autodesk Live v1 release (live preview for architecture projects).

Lead Software Developer / Humanitas Solutions, Montreal / August 2016 – May 2017

Led a team of Unity developers to create mobile software for Humanitarians in a startup environment.
Developed the project architecture, work process and production tools (build pipeline).
Developed productions code for UI, Data model and Networking layers and multiple prototypes (data replication in a distributed environment, network simulator).

Tool Programmer / Ubisoft Montreal Technology Group / 2011 - 2015

Played a key role in the design and development of a next-generation game interface editor.
Developed the editor components using C# and WPF with a focus on user experience and usability.
Solely designed and developed several tools for user interface production teams in Ubisoft studios, using C#/WPF.
Co-developed a profiling tool for Flash runtime on console, and built the front-end using C#/WPF.

Flash Programmer / Ubisoft Montreal Assassin's Creed Team / 2008 - 2011

Solely designed, developed and maintained a set of tools addressing common game interface productions issues.
Co-Developed Assassin's Creed 3 user interface using Flash and Actionscript 2.
Led the development of the As2 framework supporting the game interface of Assassin's creed 3 and 4.
Solely developed the puzzle games of Assassin's Creed Brotherhood and coached a junior artist
Developed multiple prototypes for 2D games using Actionscript 3 and Unity3D.

Level Designer / Ubisoft Montreal and Annecy / 2004 - 2008

Designed and built action sequences, city and exterior environments for AAA titles such as the Assassin's Creed and Splinter Cell series, and designed and built the level of Naruto: Rise of a Ninja presented at the E3 booth.

Education

Game Design and Production degree at Supinfogame. Valenciennes, France. 2004

Business Computing degree as Software development specialist. Conflans Sainte-Honorine France. 2002

Accounting DEC with honors. Achères France. 2000