



PROFIL

Passionate Unity game programmer with a strong team-oriented mindset. I thrive in collaborative environments, combining technical skills and adaptability to contribute effectively to group projects. Focused on creating polished and engaging gameplay experiences through clean, efficient code.

CONTACT

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SKILLS

- Bilingue(Native French , Fluent English)
- Adaptation
- Communication

LANGAGES



SOFTWARES



INTERESTS

SPORTS:

Weight Training, Climbing

VIDEO GAMES:

VR game , J-RPG , Hack'n Slash

LÉO-PAUL VRAY

GAMEPLAY PROGRAMMER

FORMATION

2021 - 2025 : Creajeux Nîmes - Programmation

PROJECTS

2025 : Creallies (Pokemon GO-Like) - Unity

- Data Saving (JSON)
- UI & Scene Managment
- Sounds & Musics

2025 : TimeCapsule (WIP) - Unity

- Shader Code / Shader Graph
- Implementation of 3D Assets
- Lighting & Probs(Volume , Lighting)

More on my website...

EXPERIENCES

2024 APRIL

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2024 SEPT

ONLINE ORDER PICKER (DRIVE - GROCERY RETAIL)

- Attention to Detail
- Time Management
- Working Under Pressure
- Time Management

WAITER / KITCHEN ASSISTANT

- Adaptability and Quick Thinking
- Organization and Efficiency
- Clear Communication

2018 APRIL

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2017 MAY