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 and efficient code.

CONTACTS

- 2 Boulevard Natoire , 30000 Nîmes
- leopaulvray20@gmail.com
- (+33) 06.12.36.11.82
- leopaulvray.webflow.io

SKILLS/SOFT SKILLS

- Bilingual(Native French , Fluent English)
- Adaptation
- Communication with a team

LANGUAGES

SOFTWARES

VERSION CONTROL SYSTEMS

DATABASES / TOOLS

INTERESTS

SPORTS :

Weight Training, Climbing

VIDEO GAMES :

VR game , J-RPG , ARPG

LÉO-PAUL VRAY
GAMEPLAY PROGRAMMER

FORMATION

2021 - 2026 : Creajeux Nîmes - Programmation

(Bachelor Level/Level 6 RNCP)
(Computer Science Specialized in Game Development)

PROJECTS

2025 : Project Hack'n Slash - Unity

- Networking with Mirror
- Instances on Dedicated Server
- ScriptableObjects & Tools
- Database with SQLite

2025 : TimeCapsule - Unity

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

2024 : Creallies (Pokemon GO-Like) - Unity

- Data Saving (JSON)
- UI & Scene Managment
- Sounds & Musics
- Building the game for mobile purpose

More on my website...

EXPERIENCES

2024 APRIL - 2024 SEPT

ONLINE ORDER PICKER (DRIVE - GROCERY RETAIL)

- Attention to Detail
- Time Management
- Working Under Pressure

2017 MARS - 2017 MAY

WAITER / KITCHEN ASSISTANT

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