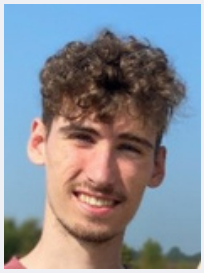
Mattéo Legagneux



Engine/Graphics Programmer

France

matteoo34@icloud.com

+33 7 83 95 52 28

https://d-level.github.io

SKILLS

PLATFORMS

Windows
Linux (Ubuntu)

LANGUAGES

French (native)
English C1
Spanish B1

HOBBIES

Piano
Hiking
Aerial photography

PROFILE

Passionate, rigorous and proactive, I'm looking to leverage my experience in C/C++ game engine development and graphics programming to assist a company in creating innovative and high-performance projects.

EXPERIENCE

Engine Programming Tutor

QUEST EDUCATION GROUP, LYON — 2026/02 – 2026/04

- Help sessions, code reviews, PR comments
- Explanation and sharing of technical resources
- Participation as an examiner in the end-of-year jury

Engine Programmer

PROFESSIONAL DEVELOPMENT — 2022 – 2026

- Vulkan/DirectX 12/OpenGL RHI
- Forward, Deferred, Visibility
- PBR, ray-tracing
- 2D and 3D physics, Sequential Impulses, SAT, GJK, EPA
- FBX, OBJ/MTL, PNG, QOI, TTF decoding
- Asset library and ECS
- Lightmapper
- UI renderer, layout engine
- Shader language, compiler, LSP server
- SDF glyph map generator
- Single pass mipmap generator
- SIMD vector maths library
- Logging library

Full-stack Developer

KEOLE, ST-JEAN-DE-VÉDAS — 2021/09 – 2024/09

- Cross-platform development (Android/iOS/web)
- Model integration
- Project upgrading, redesign and maintenance

FORMATION

Bachelor's Degree in Computer Science

DIGINAMIC, PÉROLS — 2023/04 – 2024/09

- Java development (JDBC, JPA, Hibernate)
- Full-stack development (Node.js, Angular)
- Spring Boot
- UML and Model Driven Development

Higher Education (2 years)

DIGINAMIC, PÉROLS — 2021/09 – 2023/03

- Web/mobile development (React, Symfony)
- Relational database management
- SEO and security basics

General Baccalaureate with honours

CLEMENCEAU HIGH SCHOOL, MONTPELLIER — 2021/06