Mattéo Legagneux

Software Engineer

Montpellier, France (34000)

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https://d-level.github.io

SKILLS
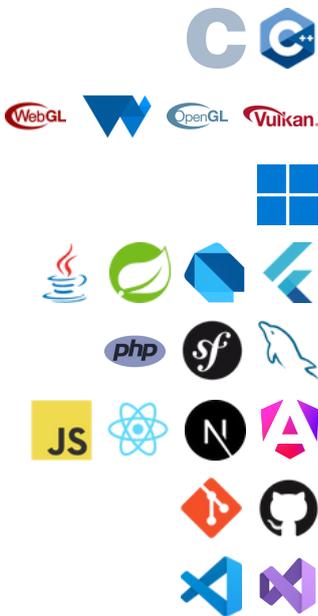
PLATFORMS

Windows
Linux (Ubuntu)

LANGUAGES

French (native)
English C2
Spanish B2

HOBBIES

Piano
Hiking
Aerial photograph

PROFILE

Passionate, rigorous and proactive, I'm looking to leverage my experience in C++ software development to support a company in creating innovative and high-performance solutions.

EXPERIENCE

Engine Programmer

GAME ENGINE   2022 — 2025

- Graphics API abstraction (OpenGL/Vulkan and WebGL/WebGPU)
- Visibility Buffer, deferred materials and PBR
- Ray-tracing and ray-marching
- Language support (compiler, LSP server)
- Sequential Impulses (2D), SAT, GJK, EPA
- FBX, OBJ/MTL, PNG, QOI and TTF format decoding
- DEFLATE decompression
- Asset Builder
- Immediate-mode GUI API (components, layout, events)
- Vector maths library with SIMD (SSE, AVX)
- Logging library

Full-stack Developer

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

- Model and wireframe integration (Eyematch)
- UI/UX component design
- Front-end development with React and Next.js (FFSA)
- Back-end development with Symfony (VTT2Alpes)
- Cross-platform (Android, iOS, web) with Flutter (Vialearn Moto)
- Code maintenance, refactoring and optimization
- Project redesigns and version upgrades (ACP)

FORMATION

Application Developer and Designer

DIGINAMIC, PÉROLS   04/2023 — 09/2024

- Data visualization with UML
- Angular and Node.js programming (formation project)
- Java programming (JDBC, JPA, Spring Boot, Hibernate)
- Unit tests and CI/CD

Web and Mobile Developer

DIGINAMIC, PÉROLS   09/2021 — 03/2023

- Agile workflow, accessibility, SEO, security
- Modeling and integration
- Responsive UI/UX design
- Relational database management
- JavaScript, React, PHP and Symfony
- Content management and CMS

General Baccalaureate with honours

CLEMENCEAU HIGH SCHOOL, MONTPELLIER   06/2021