

# Hadrien Grandry

Senior Software Developer / Tech Lead / Architect

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Nagoya & Remote 

## Profile

Full-stack developer with over 20 years experience in games and software development.  
Expertise in software architecture, user interfaces, production tools and processes.  
Experience with a large set of technologies, specialized in Unity, .Net and Blazor.  
Passion for user experience and development efficiency.

## Experience

### Senior Freelance Developer, Technical Lead / October 2015 – Present

Ubisim: Technical lead, VR/Multiplayer with Unity, Backend and web client with ASP.net/Blazor, Devops.  
Chapter2Dental: Principal developer on the mobile application, front-end development with Unity.  
Playtika: Full Stack development for mobile with Unity, .Net, C#, SQL, Back-Office and Optimizations.  
Autodesk: R&D and programming for real-time visualization projects in Stingray engine (Lua, 3dsMax, MaxScript).  
Valtech: Development of a VR application with Unity.

### Lead Unity 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 production 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 (C#/WPF)  
Co-developed a profiling tool for Flash runtime on console, and built the front-end using C#/WPF

### Actionscript 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.

## Skills

### Languages and software

C# / .Net / Unity3D  
ASP.net, Blazor  
React / Threejs  
Typescript, Javascript  
Html, Css  
WPF  
Haxe, As2, As3, Flash  
Lua, Stingray Engine  
Git, Azure Devops  
Photoshop, Illustrator  
3DsMax

### Development

Full-Stack Desktop/Mobile/Web/VR  
Software architecture, code scalability  
Production tools, processes and pipelines  
UI/UX/DX, Real-time simulation/Gameplay  
Optimization, Debugging

### Languages

French: native  
English: fluent  
Japanese: beginner

## Education

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

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