

# Michael LeGrand

Senior Programmer at Big Huge Games

michael\_legrand@yahoo.com

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## Summary

Senior Programmer with 10 years of industry experience working in C++ and Java. Primary focus on game creation tools. Shipped titles include Billiard Boxing, Rise of Nations: Thrones and Patriots, Rise of Nations: Rise of Legends, Catan, Kingdoms of Amalur: Reckoning.

## Specialties

C++, Lua, Java, C#, Creating Tools. Graphic Design.

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## Experience

### Senior Programmer at Big Huge Games

May 2003 - Present (9 years 1 month)

Responsible for designing, creating, and supporting tools that allow artists and designers to build our games. Managed a team of 10 associate programmers. Cross discipline work included the design, code, art, and implementation of several interfaces in KOA:Reckoning.

*5 recommendations available upon request*

### Software Developer at Improv Technologies

2000 - 2002 (2 years)

Worked on non-linear production pipeline for creating and managing 3D animation. Created Java tools for the rapid development of distributed applications. Cirquet™.

### Researcher / Artist at Brown University Computer Graphics Group

January 1996 - January 1999 (3 years 1 month)

Created Java applets teaching concepts in computer animation. Illustrated Siggraph papers.

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## Skills & Expertise

C++

C#

Lua

Java

XML

Creating Tools

Graphic Design

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## Education

### **Brown University**

A.B, Computer Science, Visual Arts, 1995 - 1999

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## Honors and Awards

Finalist: 2004 IGF Web/Downloadable Competition with Billiard Boxing.

## Interests

Chess, highest chess rating 2108 (Expert).

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## 5 people have recommended Michael

"Mike and I worked very closely together for a number of years during the development of Kingdoms of Amalur: Reckoning. He is an extremely talented programmer, with a particular deftness when it comes to tools. One thing that will always stick out in my mind about Mike is that no matter how swamped he was with his own tasks, he'd always have time to let me pick his brain. I'd often come to him with questions or ideas on how to solve a given problem, and then leave our conversation a few minutes later with a more efficient or robust solution. Mike is also a tremendous person and very easy to work with. I wouldn't hesitate to share an office with him for 3 more years given the chance."

— **Peter Janaros**, *Senior Designer, Big Huge Games*, worked directly with Michael at Big Huge Games

"Mike LeGrand works extremely well across multiple departments as perhaps the single most multi-disciplinary person we had at Big Huge Games. At various points and in various capacities, Mike has served as programmer, artist, team lead, and designer, and he's done amazing work across the board. His intelligence, strong work ethic, enthusiasm, selfless team-focused attitude, and incredibly diverse array of talents has made him a constant pleasure to work with for the past four years."

— **Ian Frazier**, *Game Director, Big Huge Games*, managed Michael at Big Huge Games

"Mike is not only a gifted engineer, but a force multiplier for the entire team. While other programmers make things merely functional, Mike always goes the extra mile to ensure that everything he works on has the highest level of polish possible. Mike quickly proved that he was the only tools lead we'd ever need. Smart, fast, adaptable - Mike is the "wolf" when it came to tools for artists and designers. Mike is also a gifted mentor to the junior members of the team. All programming interns we've hired at Big Huge go through the "LeGrand Academy". If they earn his seal of approval, they obviously have a tremendous amount of skill. It has been amazing to watch Mike's transformation from a contributor to a lead and teacher. He is a just plain awesome."

— **Jason Bestimt**, *Senior Architect, Big Huge Games*, managed Michael indirectly at Big Huge Games

"Michael is one of those amazing programmers that is capable of looking in-depth at the nature of the thing he is programming for. His sense of usability for tools creations is incredible, and he actively seeks feedback and input from the people who will be using said tools. As an artist, I've had the good fortune of working closely with Mike for years now, and it's made my work flow tremendously easier. In addition to his natural skills in programming, he's got an artistic eye and thought process, and has a personality that makes a work

place a joy to be in."

— **Colin Campbell**, *Environment Artist, Big Huge Games*, worked with Michael at Big Huge Games

"Mike is a Tool-user's dream. Whenever a new tool or function is required, I insist on having Mike there to talk about how to solve problems with existing tech, how to augment our tech, or how to build a new tool from scratch. We've created an engine from the ground up for our new RPG, and Mike was instrumental in much of its development. Being an artist as well as a programmer, as well as having an innate grasp of human-computer interactions, Mike is invaluable when it comes to prototyping and iterating the layout of new tools. Mike also exhibits great management skills. He leads our Tools group, which sees him juggling requests and bugs from every department and farming them out to a team of 6 - 8 programmers under his direction. He's always helpful, works extremely well with Leads and developers from all departments, and has a fun personality. It's been a sincere pleasure working with Mike!"

— **Sean Bean**, *Pipeline Producer, Big Huge Games (THQ)*, worked with Michael at Big Huge Games

[Contact Michael on LinkedIn](#)