



# BELL PRAUDIER

Graphics programmer

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Bellaedris

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Bellaedris

arthurpradier

Portfolio

## SKILLS

- C++
- C#
- Unity
- Shader Graph
- Tools development
- Graphics APIs
- Shaders
- Procedural Generation
- Git
- Perforce

## SOFT SKILLS

- Proactivity
- Problem Solving
- Adaptability
- Communication

## EDUCATION

**Master's degree, Computer sciences**  
GAMAGORA, Lyon 2 University,  
2024 - 2025

**Master's degree, Computer graphics**  
Image, Development and 3D  
Technologies, Lyon 1 University,  
2021 - 2023

## LANGUAGES

French, native  
English, fluent

## INTERESTS

- Miniatures (Lego, Warhammer, Gunpla)
- Tabletop RPGs: DnD 5e, Pathfinder 2e
- Video games: Outer Wilds, Subnautica, Star Wars: KOTOR 2, Baldur's Gate 3

## ABOUT ME

*Passionate about technological innovation in computer graphics, I enjoy creating efficient and visually striking solutions. Always ready to tackle technical challenges, I seek to contribute to ambitious projects.*

## EXPERIENCES & PROJECTS

**Teacher Associate | Lyon 2 University**

2025

Lyon, France

- Tutoring students during lab work on 3D image synthesis. C++ CPU Raytracer, OpenGL real time rendering.

**Physics Programmer Intern | Eden Games**

2025

Lyon, France

- Tools development for the generation and physics simulation of breakable objects, using Unity DOTS, as part of the physics team for the game Gear.Club Unlimited 3.

**Lead Developer | Lyon 2 University - Graduation project**

2025

Lyon, France

- Lead developer, engine programmer and git master for Not Paid Enough! a Unity multiplayer party game. Worked in close relations with artists and game designers.
- Project architecture and conception, core gameplay system, optimisation, team support.

**Software Engineer, Permanent contract | eCentia Robotics**

2024

Grenoble, France

- Development of medical software for real time volumetric navigation, in a team of experienced doctors and engineers.
- Modernisation of the software's rendering engine, using OpenGL 4.6.
- Software developed in C++ / Qt, built with CMake. Versioning with Git and a Jenkins CI/CD.

**Research Intern | LIRIS Laboratory**

2023

Lyon, France

- Research of algorithms to improve the realism of a simulation of tree growth.
- Development in C++, Qt and Visual Studio.
- 3D volumic rendering with OpenGL, using implicit surfaces.

## PERSONAL PROJECTS

**3D Renderer - SproutEngine | C++, OpenGL**

- Renderer in development, self taught.
- PBR render and post processing pipeline, asset pipeline
- Projects using the renderer: raytracer, terrain generation tool. Accessible here

**Game Jams | Unity**

- Multiple game jams other the years.
- Gameplay development, shaders and VFX, rendering, tools development. Accessible here

More details on my different projects: portfolio