ARTHUR PRADIER

Video game developer

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in arthurpradier   Bellaedris   Bellaedris   ✉ Portfolio

SKILLS

Graphics programming   Unity3D

Tools development

GPU development

Procedural Generation

LANGUAGES

French, native
English, fluent

HOBBIES

- Piano, drums
- Tabletop RPGs
- Video games

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

Physics Programmer Intern | Eden Games

📅 2025   📍 Lyon, France

- Development and prototyping for the physics team, using **Unity3D**

Software Engineer | eCential 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**.
- Lifecycle in V, following the **62304 norm**.

Internship | 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.

Web developer | BeProject

📅 2019 – 2020   📍 Toulouse, France

EDUCATION

Master's degree, Computer sciences, GAMAGORA | Lyon 2 University

📅 2024 – 2025   📍 Lyon, France

- Degree specialized in video games development. Computer graphics using **openGL**, video game development with **Unity**, **Unreal Engine 5** and **Godot**. Development of Not Paid Enough!, a multiplayer party game, as Lead of the programming team of 7 students, as well as engine programmer. The game was developed in 4 months, in collaboration with artists and game designers.

Master's degree, Computer sciences, Image, Development and 3D Technologies | Lyon 1 University

📅 2021 – 2023   📍 Lyon, France

- Generalist computer sciences degree during the first year, then specialization in computer graphics during the second year. Software development using **C++**, real time rendering using **openGL**, algorithmic geometry, generation of 3D worlds, GPU programming.

Bachelor's degree, Computer sciences | Lyon 1 University

📅 2020 – 2021   📍 Lyon, France

Bachelor's degree, Web development and Audiovisual | IUT de Bayonne et du Pays Basque

📅 2018 – 2019   📍 Bayonne, France

Associate's degree, Computer sciences | IUT de Rodez

📅 2016 – 2018   📍 Rodez, France

PROJECTS

3D Engine SproutEngine | C++, OpenGL

More details on my different projects: ✉ portfolio