



# ARTHUR PRADIER

Engine programmer and Video game developer

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in arthurpradier

Bellaedris

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Bellaedris

Portfolio

## SKILLS

Graphics programming

Unity

Tools development

GPU development

Procedural Generation

Git

## LANGUAGES

French, native

English, fluent

## HOBBIES

- Piano, drums
- 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

### Physics Programmer Intern | Eden Games

May-September 2025

Lyon, France

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

### Software Engineer, Permanent contract | eCential Robotics

February - August 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

February - August 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.

## EDUCATION

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

2024 - 2025

Lyon, France

- Development of Not Paid Enough!, a multiplayer party game, as Lead of the programming team of 7 students, as well as engine programmer and git master. The game was developed in 4 months, in collaboration with artists and game designers. I worked on the project architecture and conception, the cleaning system, the lighting and assisted my teammates when necessary.

### 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.

## PROJECTS

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

- Renderer in development to teach myself computer graphics.
- PBR render and post processing pipeline, gltf mesh reading
- Editor GUI using ImGui
- I add new features on a regular basis, that i use to create other projects like a compute shader-based raytracer or a terrain generation tool. The whole project is accessible Here

More details on my different projects: [portfolio](#)