



BELL PRADIER

Graphics programmer

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in arthurpradier

Bellaedris

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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 | 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**.

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](#)