CLÉMENT BOUNAIX

Gameplay Programmer in training
Looking for an internship from March 30 to June 19, 2026

19 years old
Driving License

Understanding how video games work has always interested me.
How does the player move ?
How do AI systems behave ?
This curiosity led me to pursue specialized studies in game development while simultaneously working on multiple personal and academic video game projects.

Contacts

- 06 51 61 74 33
- clement.bounaix@gmail.com
- Saint-Paulien (43)
- clementbounaix.dev
- github.com/loazur
- loazur.itch.io

Languages

French (Native)

English (B2)

Interests

URBAN EXPLORATION & HIKING
Exploring abandoned locations with friends.

VIDEO GAMES
Competitive multiplayer and exploration-focused solo games.

JAPANESE LITERATURE
Especially worlds built around strong concepts such as time travel.

PROJECTS

Unity Game Programming - "LIBET" (Oct. 2025 - Mar. 2026)
IUT Le Puy-en-Velay
First-person narrative game where the player embodies Libet, which suffers from Alzheimer's disease and gradually loses his memories.
Development using Unity (C#), Project management using Trello and GitHub, Task planning and team collaboration

Unreal Engine Game Programming - "Project Mycoria" (Jan. - June. 2025)
IUT Le Puy-en-Velay
Narrative game, set in the Livradois-Forez (Upper-Loire), commissioned by the university.
Version control with GitHub, Gameplay programming using Blueprint, 3D asset optimization, Level design and implementation

Minecraft Multiplayer Server Development (Jul. - Aug. 2021)
Team project (non-academic)
Development and management of a multiplayer minigames server. And organization of an in-game competitive event with prize rewards.
Team collaboration, Java programming, In-game event management

2D Game Development - "IPlat" (Oct. 2021)
Self-taught project
Creation of a short platformer, developed in one week.
Developed using Löve2D (Lua), Asset integration, Map creation using Tiled

SKILLS

Game Programming
- *Game Engines: Unity, Unreal Engine, Godot, GameMaker*
- *Optimization, bug fixing, Asset integration*
- *Version Control: Github et Gitlab*
- *Project Management: SCRUM methodology with Jira and Trello*
- *Gameplay testing and balancing*

Soft Skills
- *Ability to translate design intentions into technical implementation*
- *Adaptabilitiy to technical changes and new tools (including generative AI)*
- *Task priorization and deadline management*

EDUCATION

Bachelor of Technology in Computer Science
C++ Programming, Databases, Project management, Unreal Engine & Unity development
Clermont Auvergne University - 2024 - 2027

High School Diploma - Specialities Comp. Sci, English, Arts
Simone Weil High School - 2021 - 2024
Honours