

# Paul Luneau

## Gameplay / Engine Programmer

### PERSONAL INFORMATION

Phone number :  
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Address :  
Angoulême (16000) - France

### LINKS

Portfolio :  
[paulluneau.github.io](https://paulluneau.github.io)

GitHub :  
[github.com/paulluneau](https://github.com/paulluneau)

### TECHNICAL SKILLS

- C#
- C++
- HLSL
- Python
- Unity
- Unreal Engine
- Git

### SOFT SKILLS

Curiosity, Autonomy,  
Teamwork and Communication

### LANGUAGES

French - Native  
English - C1

### MISCELLANEOUS

Driver's license

### HOBBIES

Music (Percussions for 6 years)  
Cooking  
Reading  
Bouldering  
Knitting  
Electronics

### PROFILE

After 3 years of work-study and one and a half year of a Master's degree, I'm looking for an **internship or junior position** as a game programmer from **March 2024** to continue learning new skills from other enthusiasts.

### EDUCATION

**MASTER'S DEGREE IN VIDEO GAMES AND DIGITAL INTERACTIVE MEDIA - COMPUTER SCIENCES** 2024 - 2026  
CNAM ENJMIN, Angoulême

**BACHELOR'S DEGREE IN COMPUTER SCIENCE FOR VIDEO GAMES** 2021 - 2024  
CNAM ENJMIN, Angoulême

**GENERAL BACCALAUREATE** 2021  
Aimé Césaire High School, Clisson  
Computer Science and Mathematics specialities and Math option

### PROFESSIONAL EXPERIENCE

**WORK-STUDY UNITY AND C# DEVELOPER** Jan 2022 - Sep 2024  
Acreos, Metz

- Developed and integrated exercise "bricks"
- Created tools to help development (automatic asset verification system)
- Managed the physics and behaviour of simulated construction vehicles in Unity
- Miscellaneous (bug tracking and resolution, code reviews...)

**SEASONAL WORK** Summers 2021-2022 | 2 months  
Domaine de la Fessardière, Vallet  
• Worked in a vineyard (pre-pruning, bottling, labeling, etc.)

### MAIN PROJECTS

**A NEW MACHINIST** School Project | Team of 7 | Mar - Jun 2025  
Gameplay and UI programming, Electronics - **Unity, C#, Arduino**

- Crafted a big alternative controller using an Arduino board, buttons, faders, and LEDs
- Set up a communication protocol between the Arduino board and Unity

**UNITY UTILITY** Personal Project | Jan 2023 - Now  
Tools programming - **Unity, C#**

- A Unity package bringing together many tools and useful code I made along my other projects

**FRACTALS AND PROCEDURAL GENERATION** Personal Project | 2023  
Shaders and tools programming - **Unity, C#**

- Implemented a Perlin noise generator and generated an infinite world using the marching cube algorithm in HLSL
- Optimised the meshes by removing duplicate vertices and merging them into chunks
- Modelled and textured a small submarine in Blender

**ONIONMAN** School Project | Team of 5 | Jan - Jun 2023  
Network, Gameplay and Tools programming - **Unreal Engine, C++, Unity, C#**

- Cross engine project
- Built a custom Unity - Unreal Engine network protocol
- Created an Unreal Engine editor tool for level design

For a more complete overview of my various projects, you can check out my [portfolio](#) as well as my [GitHub page](#).