Paul Luneau
Gameplay / Engine Programmer

TECHNICAL SKILLS

- C#
- Python
- C++
- HLSL

- Unity
- Unreal Engine

- Git

SOFT SKILLS

Curiosity, Autonomy, Teamwork and Communication

LANGUAGES

French - Native
English - C1

PERSONAL INFORMATIONS

Phone number :
+33 6 51 82 07 26

E-mail adress :
paul.luneau.auditeur@lecnam.net

Adress :
Angoulême (16000) - France

LINKS

Portfolio :
paulluneaug.github.io

GitHub :
github.com/paulluneaug

MISCELLANEOUS

Driver's license

HOBBIES

Music (Percussions for 6 years)
Programming
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 a 4-6 month internship 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 | 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 | 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.