

Paul Luneau

Gameplay / Engine Programmer

PERSONAL INFORMATIONS

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Adress :
Angoulême (16000) - France

LINKS

Portfolio :
paulluneaug.github.io

GitHub :
github.com/paulluneaug.

TECHNICAL SKILLS

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

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](https://paulluneaug.github.io) as well as my [GitHub page](https://github.com/paulluneaug).