

# Paul Luneau

## Gameplay & Tool Programmer

### PERSONAL INFORMATIONS

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Adress :  
Angoulême (16000) - France

### LINKS

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

GitHub :  
[github.com/paulluneaug](https://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 2026** to continue learning new skills from other enthusiasts.

### EDUCATION

<b>MASTER'S DEGREE IN VIDEO GAMES AND DIGITAL INTERACTIVE MEDIA - COMPUTER SCIENCES</b> CNAME ENJMIN, Angoulême	2024 - 2026
<b>BACHELOR'S DEGREE IN COMPUTER SCIENCE FOR VIDEO GAMES</b> CNAME ENJMIN, Angoulême	2021 - 2024
<b>GENERAL BACCALAUREATE</b> Aimé Césaire High School, Clisson Computer Science and Mathematics specialities and Math option	2021

### PROFESSIONAL EXPERIENCE

<b>GAMEPLAY &amp; TOOLS PROGRAMMER</b> <u>Acreos, Metz</u> - <b>Unity, C#</b>	Jan 2022 - Sep 2024
• 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...)	
<b>SEASONAL WORK</b> Domaine de la Fessardière, Vallet	Summers 2021-2022   2 months
• Worked in a vineyard (pre-pruning, bottling, labeling, etc.)	

### MAIN PROJECTS

<b>A NEW MACHINIST</b> Gameplay and UI programming, Electronics - <b>Unity, C#, Arduino</b>	School Project   Team of 7   Mar - Jun 2025
• Crafted a big alternative controller using an Arduino board, buttons, faders, and LEDs • Set up a communication protocol between the Arduino board and Unity	
<b>UNITY UTILITY</b> Tools programming - <b>Unity, C#</b>	Personal Project   Jan 2023 - Now
• A Unity package bringing together many tools and useful code I made along my other projects	
<b>FRACTALS AND PROCEDURAL GENERATION</b> Shaders and tools programming - <b>Unity, C#</b>	Personal Project   2023
• 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	
<b>ONIONMAN</b> Network, Gameplay and Tools programming - <b>Unreal Engine, C++, Unity, C#</b>	School Project   Team of 5   Jan - Jun 2023
• 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](#).