

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 2026** to continue learning new skills from other enthusiasts.

EDUCATION

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

PROFESSIONAL EXPERIENCE

GAMEPLAY & TOOLS PROGRAMMER Acreos, Metz - Unity, C# <ul style="list-style-type: none">• 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...)	Jan 2022 - Sep 2024
SEASONAL WORK Domaine de la Fessardière, Vallet <ul style="list-style-type: none">• Worked in a vineyard (pre-pruning, bottling, labeling, etc.)	Summers 2021-2022 2 months

MAIN PROJECTS

A NEW MACHINIST Gameplay and UI programming, Electronics - Unity, C#, Arduino <ul style="list-style-type: none">• Crafted a big alternative controller using an Arduino board, buttons, faders, and LEDs• Set up a communication protocol between the Arduino board and Unity	School Project Team of 7 Mar - Jun 2025
UNITY UTILITY Tools programming - Unity, C# <ul style="list-style-type: none">• A Unity package bringing together many tools and useful code I made along my other projects	Personal Project Jan 2023 - Now
FRACTALS AND PROCEDURAL GENERATION Shaders and tools programming - Unity, C# <ul style="list-style-type: none">• 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	Personal Project 2023
ONIONMAN Network, Gameplay and Tools programming - Unreal Engine, C++, Unity, C# <ul style="list-style-type: none">• Cross engine project• Built a custom Unity - Unreal Engine network protocol• Created an Unreal Engine editor tool for level design	School Project Team of 5 Jan - Jun 2023

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).