# PAUL BENETEAU

## GAME PROGRAMMER

## CONTACT

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📍 Furiani 20600, France
(Open to relocation)

🐙 https://github.com/Paul-Beneteau

## EDUCATION

**2015 - 2020**

**EPITA** - School of Engineering and Computer Science, Paris

- Master's Degree in Computer Science
- Semester abroad at Staffordshire University, England - 2017

## SKILLS

- Languages: C, C++
- Game Engine: Unreal Engine
- Tools: Git, Rider, Visual Studio, Linux

## LANGUAGES

- French (Native)
- English (Professional proficiency)

## PROFILE

I am a passionate game programmer with embedded software engineering experience and expertise in C, C++ and Unreal Engine. I make create prototypes with various game systems and mechanics that are available on my website at https://paulbeneteau.com.

## PERSONAL PROJECTS

Video demo available on my portfolio website.

**Action RPG Prototype - Unreal Engine C++**

Developed an ARPG prototype with graph-based procedural map generation, an item system, and AI bots using behavior trees and EQS queries

**Clair Obscur combat system (Recreation) - Unreal Engine C++**

Built a prototype replicating mechanics from Clair Obscur with a turn system, abilities using GAS, and an input system based on player context.

## WORK EXPERIENCE

**Self Employed** — 2021 - 2025

Cryptocurrency trader

- Built and managed a cryptocurrency capital by trading perpetual/spot contracts.
- Performed analysis of the market based of data (funding rates, open interest), news and technical analysis. (orderblock, support/resistance)

**Sodern, ArianeGroup** — 2020 - 2021

Embedded Software Engineer (6 months)

- Developed embedded software in C for a diurnal star tracker board used for spacecraft navigation.
- Implemented network communication for data exchange with the board.

Embedded Software Intern (6 months)

- Developed embedded software in C for a sensor to make rendezvous for spacecraft in orbit.
- Implemented data acquisition and processing from onboard sensors.
- Developed a PC client software managing the embedded system.