

Lois Brun

Gameplay / Systems Programmer

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Profile

Programmer with a total of **10 years of experience** in Games and AR/VR, specializing in **Gameplay systems, AI Behavior, Multiplayer and AR/VR UX**. Built and maintained a live mobile FPS over 5 years, publishing 40+ versions. Comfortable working across the full stack - Client, Server and Backend. Integrated an AI Agentic workflow in my Unity and Unreal personal projects. Open to work anywhere in Europe or remote. Looking for a senior role in a company where I can contribute fully - technically but also as part of a team, and help build a good work environment.

Skills

Core	Unity & C# (<i>expert</i>) ; Unreal Engine & C++ (<i>intermediate - focus on AI and network</i>)
Specialization	Gameplay systems, Game feel iterations, AI & Behavior Trees, Multiplayer, AR/VR UX
Tools & Process	Git flow, code reviews, Continuous delivery with 40+ versions published in 5 years
Technical	CPU and RAM profiling and optimizing, build size optim (addressables), async requests vs synchronous logic, architecture code across full Client-Server-Backend stack, making tools
Platforms	Mobile (Android / iOS), HoloLens, Google Tango, Leap Motion, Playstation 4
Agentic Coding	Configuration of an Agentic workflow with Claude for both Unity and Unreal (skills, team of agents config)
Backend	Edited existing backend code — Microsoft Playfab, Azure, SQL
Languages	French (<i>native</i>), English (<i>C1</i>), German (<i>B1+</i>)

Personal Projects

3D Tactical Game (Unity) — [on github](#)

Feb 2026 – now

- Currently working on a small Tactical game to test latest Unity features, practice code patterns, keep a set of sample tools, and learn working with an **Agentic stack**. Current stack: Unity, Visual Studio Code, Claude Code. Check github repository and readme for more information about it.

FPS Game (Unreal Engine) — [on github](#)

Feb 2026 – now

- Currently working on a small FPS game to learn Unreal Engine (both C++ and Blueprints), especially **AI BehaviorTree and Multiplayer** systems. Integrating an Agentic workflow (Claude + UE MCP). Check github repository and readme for more information about it.

Following German class

July 2025 – Mar 2026

- After 5.5 years on the same project, I first took a sabbatical, then followed a German Class program for 6 months as my plan was to stay in Berlin. Today I am open to relocate to anywhere in western Europe.

Relocating abroad

Jan 2019 – Dec 2019

- I took a sabbatical to find and choose where I would like to move abroad. When I eventually chose Berlin, I managed to move there and started looking for a flat and a job. My goal was to find a game studio where I could work in English. I started working at BoombyteGames in January 2020.

Professional Experiences

Game Programmer

Jan 2020 – Jun 2025

BoombyteGames (InGame Group) — Berlin, Germany — [Recommendation Letter](#)

- Core developer on **Zula Strike**, a free-to-play mobile FPS (**Unity / C#**), worked on all the main elements of the game (Game modes, UI, Menus, Settings, Controls, Inventory)
- Owner of the **bot AI system** from design document to production. First refactored core code-base to build a long term architecture. Created behaviors for TDM, Bomb Planting and Wanted modes using Behavior Trees. Built Server and Multiplayer logic (non authoritative server using C++ netcode and client hosting bots - deliberate trade-off for a casual mobile F2P). Built Backend code to tweak even without new build. Created an In Match adaptive Bots difficulty system. Iterated thanks to players feedback.
- Created or maintained some **server-side game logic**: game modes, player lifecycle, matchmaking, services

- Made **performance optimizations** for old Android devices: profiling CPU and RAM. Optimized Behavior Trees so Client can host 9 bots locally. Holding 30fps on 10 years old phones. Reduced Server machines hosting costs (heap, GC and memory management)
- Maintained and extended **backend services** (PlayFab, Azure, SQL)
- Shipped 40+ release cycles over 5 years (**CI/CD**). Responsible for Server deployment
- Active in **team discussions, planning and organization, code reviews, architecture, documentation**

Software Engineer

Sep 2017 – Dec 2018

Diginext — Toulouse, France

- Developed features on *Inscape Engine*, an authoring platform for interactive 3D applications in **Virtual Reality** (**C++**, Visual programming similar to **UE Blueprints**)
- Built AR experiences on **Microsoft HoloLens** with an **industrial aeronautics partner**
- Integrated third-party devices (CaptoGlove)
- Contributed to a European multi-partner R&D project - creation of an Android app

Lead Developer

Aug 2015 – Jun 2017

Wosom Tech / Creative Space Lab — Remote

- Initiated and led development of *EasyBuild*, interior-design solution with AR app + online platform
- **Pioneer of Mixed Reality (between AR and VR)** on Google Tango, an innovating platform which could remember real environments and save persistent AR 3D scenes (**Unity**)
- Designed features and UX — published open beta on Google Play Store
- **Coordinated a small team — wrote technical documentation, managed technical roadmap**

Game Programmer

Feb – May 2015

EyeBoxGames — Remote

- Developed mobile arcade games from scratch in **C++** (Cocos library)
- Wrote simple 2D glsl shaders; handled mobile optimization (resolution, performance)

Gameplay Programmer Intern

Jul – Dec 2014

Ubisoft Montpellier — Montpellier, France

- Worked on a smash bros-like **PS4** game (unfortunately canceled project) — **C++ / LUA** framework
- Implemented HUD systems and Online Menus
- Worked on Gameplay systems

Group Project

T.I.M.E.S. —  on [indiedb](#) — on [moddb](#)

Oct 2013 – Jun 2014

Final year student project at SUPINFOGAME

- Tactical FPS built on CryEngine (**C++ / LUA**)
- Enemy group **AI** design and implementation (Behavior Trees)
- Combined **C++**, **LUA** and **Visual programming** (similar to **Unreal Engine Blueprints**)
- HUD in Flash and Scaleform.

Education

Master's degree — Game Programming & Management

2012 – 2014

SUPINFOGAME, Valenciennes, France

Bachelor's degree — Computer Science

2011 – 2012

University of Caen Basse-Normandie, France

Computer Science & Management

2008 – 2011

SUPINFO, Caen, France

Interests

- **Sports:** Bouldering / climbing, mountain biking, badminton, golf, volleyball. Travel and hiking
- **Music:** DJ (electronic music). Former member of *Twenty One Records* association
- **Games:** Grew up with SNES, PS1, PS2, then switched to competitive multiplayer games. Recently: Baldur's Gate, Chrono. Formerly: Moba, FPS, Versus Fighting, JRPG, Platformers