

# Henry Paul

Hull, East Yorkshire, UK

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## IG50 2025 Winner: Programming

### Technical Skills

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- Programming: C++, C#, OpenGL, GLSL, JavaScript, Rust, Cuda, Java
- Game engine development and graphics programming
- Debugging CPU code and shader code / graphics pipelines with Visual Studio debug tools and graphics debugging tools like RenderDoc and NVidia Nsight
- Networking for multiplayer games development
- Unity

### Soft Skills

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- Communicating complex topics clearly, including to a non-technical audience
- The ability to view my own work objectively and without emotion
- Eagerness to learn and self-driven by curiosity
- Methodical mindset for solving problems logically

### Notable projects

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<a href="#">Paul Engine – An OpenGL, ECS based game engine</a>	October 2023 – Ongoing
<a href="#">GLTrace - Real-time, OpenGL path tracer</a>	October 2024 – December 2024
<a href="#">MonoNet - Networking Library for Games Development</a>	September 2022 – May 2023
<a href="#">Toadm'n: 2D Puzzle / Platformer game</a>	February 2023 – May 2023
<a href="#">Multi-threaded particle simulation: CUDA vs Rust</a>	February 2023 – May 2023

### Education

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University of Hull	September 2020 – May 2023
BSc Computer Science for Games Development with Honours – First Class	
Wyke 6 <sup>th</sup> Form College	September 2018 – March 2020
Computing – D*D*D*	