



Contact

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Henri Tran

Cithub

46Yuu

Education

2023-2025

Computer Science Bachelor -
specialized in video-game
development
Gaming Campus Paris, Paris la Defense

2020-2023

Computer Science Licence
*Université Paris Cité, Campus des Grands
Moulins, PARIS*

2017-2020

Highschool diploma (2020) - with
honours
Lycée Louis le Grand, PARIS
Specialty : Engineering and Mathematics

Hard Skills

- Java, C, C++, C#, Python, Ocaml, Unity, Godot
- Web (HTML5, CSS3, PHP, MySQL, JavaScript, Node.js, JQuery)
- Algorithmics • Git
- Bash

Soft Skills

- Adaptability • Critical thinking
- Thorough • Calm
- Teamwork • Serious
- Problem solving

Langages

- French (Native)
- Teochew (Mother tongue) - Chinese dialect
- English (C2)
- German (B1)
- Chinese (A2)
- Japanese (A2)
- Ancient Greek (A2)
- Latin(A2)

HENRI TRAN

Third-year bachelor's student at Gaming Campus in computer science, specialized in video game development.

Development Projects

- **OreRush - Unity - 2024**
Clicker and incremental mining game.
- **Stay Soul - Unity - 2024**
Gaming Campus 2nd 42 hours Game Jam
Theme : Child's game
Green light red light game.
- **Graphic Engine - C++ - 2024**
Basic OpenGL graphic engine.
- **Dance Dance Summoner- Unity - 2024**
Ludum Dare #55 - 72 hours Game Jam
Theme : Summoning
Inputs pattern matching arcade game.
- **ChocoBlast - Unity - 2024**
Gaming Campus 46 hours Game Jam
Theme : Chocolate , Contrast and Dynamism
Programmed and designed a survivor like game.
- **Ball Game - Unity / C# - 2024**
Football like game featuring procedural generation.
- **ASCII Fantasy - C# - 2024**
Terminal-based RPG with a randomly generated map.
- **Loop-Out - Godot / C# - 2023**
Vertical slice of a puzzle and reflection game.
- **Dactylo - Java - 2023**
Classic typing test with a Tetris like gameplay mode.
- **Pokémon Conquest Like - Java - 2022**
Tactical RPG like Pokémon Conquest.
- **Catan - Java - 2018**
Terminal version of the board game Catan.

Professional Experience

- Volunteered 1 day at the Gaming Campus booth - Paris Games Week 2023.
Introduced the Gaming Campus school to students and their parents and answered their questions about the school.
Learned skills : Teamwork - Communication skills - Stress Control
- Munemjo Entertainment - July / August 2024
2 months internship. Unity Mobile TCG prototype called African Guardian.
Learned skills : Big team workflow

Interests

- All types of video games (FPS, sandbox, RPG...)
- Board games and tabletop games
- Animes , Mangas
- Jpop songs