HENRI TRAN

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

Contact

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Education

2023-2025
Computer Science Bachelor - specialized in video-game development
Gaming Gampus 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)

Development Projects

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.

Dungeon Crafter - C++ / SFML - 2023
Time-attack resource gathering game.

Friperie - Fullstack - 2023
Solidarity thrift store website.
Front-end **HTML, CSS, jQuery, Bootstrap**
Back-end **PostgreSQL, Node**

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