



## Contact

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### LinkedIn

Henri Tran

### Github

### Portfolio

## 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, Unreal
- Web (HTML5, CSS3, PHP, MySQL, JavaScript, Node.js, JQuery)
- Algorithmics • Git
- Bash

## Soft Skills

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

## Langages

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

# HENRI TRAN

Gameplay Programmer

Internship : May 2025

## Professional Experience

- **Munemjo Entertainment - July / August 2024**  
2 months internship. Unity Mobile TCG prototype called African Guardian.  
Learned skills : Big team workflow
- **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

## Development Projects

- **Depths of Hue - Unity - 2025**  
Vertical slice of a narrative underwater puzzle game.
- **AstroRev - Unreal Engine - 2025**  
Spaceship racing game.
- **Bhoole - Unreal Engine - 2025**  
Arcade ball shooting game.
- **OreRush - Unity - 2024**  
Clicker and incremental mining game.
- **Graphic Engine - C++ - 2024**  
Basic OpenGL graphic engine.
- **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.

## Game Jams

- **PapaChurros - Unreal - 2025**  
Gaming Campus 3rd 42 hours Mobile Game Jam  
Theme : Amusement Park  
Casual churros stand owner simulation game.
- **Stay Soul - Unity - 2024**  
Gaming Campus 2nd 42 hours Mobile Game Jam  
Theme : Child's game  
Green light red light game.
- **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.

## Interests

- All types of video games (FPS, sandbox, RPG...), GameJams
- Board games, tabletop games, trading card games
- Climbing (Bouldering)
- Animes , Mangas, Jpop songs