HENRI TRAN

Gameplay Programmer
Apprenticeship 2025-2027
3 weeks in-company / 1 week at college

Contact

Phone
06 95 86 78 60

Email
henritran46@gmail.com

Address
PARIS

LinkedIn
Henri Tran

Github

Portfolio

Education

2025-2027
MSc game development & FEDE
European Master's IT Expert
Gaming Gampus Paris, Paris la Defense

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

Soft Skills

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

Langages

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

Professional Experience

Game Programmer Intern — *August - October 2025*
Millie Bourgois - *Heap* — *Paris*
  Unity Serious Game teaching programmers about differents concepts of memory in programmation.
Learned skills : Serious-game design, Power of simplification

Unity Developper Volunteer — *April - October 2025*
RATP Group x Gaming Campus - *Metro-Fix Up* — *Paris*
- Developed and modified multiple mini-games
- Debugged and resolved gameplay issues across various system
- Implemented data binding between components
- Designed the mini-game selection system in game options
- Created the player guidance system for error messages and hints
Learned skills : Autonomy, Attention to detail

Gameplay Programmer Intern — *July - August 2024*
Munemjo Entertainment - *African Guardians* — *Paris*
- Engineered the main game loop
- Adapted the TCG Engine's AI behavior to the current game-rules
- Implemented a variety of unique card abilities
Learned skills : Big team workflow

Development Projects

Depths of Hue - Unity — *2025*
Vertical slice of a narrative underwater puzzle game.
- Developed a Sudoku-like puzzle game
- Animated the game scenes transitions
- Implemented the dialogs and localization support

Bhoole - Unreal Engine — *2025*
Arcade ball shooting game.
- Implemented a custom collision system
- Developed the ball shooting and scoring mechanics

OreRush - Unity — *2024*
Clicker and incremental mining game.
- Voxel optimization

Graphic Engine - C++ — *2024*
Basic OpenGL graphic engine.
- Developed the whole OpenGL rendering part
- Implemented .obj and .mtl files reading

Loop-Out - Godot / C# — *2024*
Vertical slice of a puzzle and reflection game.
- Designed and programmed multiple puzzles
- Created the level design
- Produced and animated custom sprites

Game Jams

Dance Dance Summoner - Unity — *2024*
Ludum Dare #55 - 72 hours Game Jam
Theme : Summoning
Inputs pattern matching arcade game.
- Created the monsters patterns and inputs order
- Designed and animated the menus and final score screen

Interests

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