

## Contact

### Phone

06 95 86 78 60

### Email

henritran46@gmail.com

### Address

PARIS, 75013

### LinkedIn

Henri Tran

### Cithub

46Yuu

## Education

2023-2025

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

2020-2023

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

2017-2020

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

## Hard Skills

- Java, C, C++, C#, Ocaml, Unity, Godot
- 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

Second-year bachelor's student at Gaming Campus in computer science, specialized in video game development. Searching for an internship for a period of 2 months minimum from May to September in the surroundings of Paris.

## School Projects

### ● Ball Game - Unity / C# - 2024

Programmed a football like game featuring procedural generation with perlin noises and poisson disk sampling for the terrain and obstacles.

### ● ASCII Fantasy - C# - 2024

Designed and programmed a terminal-based RPG featuring randomly generated map exploration, an equipment system that boosts stats, and various spells obtainable by characters.

### ● Loop-Out - Godot / C# - 2023

Designed and programmed during a Vertical Slice a puzzle and reflection game where you try to fix multiples interferences to escape a time loop.

### ● Dungeon Crafter - C++ / SFML - 2023

Designed and programmed a time-attack resource gathering game set in a dungeon filled with traps.

### ● Friperie - Fullstack - 2023

Programmed a solidarity thrift store website.  
Front-end **HTML, CSS, jQuery, Bootstrap**  
Back-end **PostgreSQL, Node**

### ● Dactylo - Java - 2023

Programmed a classic typing test with a Tetris like gameplay mode, including a life system, speed changing depending on your current level, and bonus words that allow players to heal the lives they lost.

### ● Pokémon Conquest Like - Java - 2022

Programmed a tactical RPG like Pokémon Conquest with added details such as chances of encountering a Pokémon of a different color, random characteristics.

### ● Catan - Java - 2018

Programmed a terminal version of the board game Catan with an IA enemy that use random choices.

## Game Jams

### ● ChocoBlast - Unity - 2024

Gaming Campus 46 hours Game Jam  
**Theme** : Chocolate , Contrast and Dynamism  
Programmed and designed a survivor like game.

## Professional Experiences

- 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

## Interests

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