



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 • 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

Gameplay Programmer
Apprenticeship 2025-2027

Professional Experience

- **Millie Bourgois / August - October 2025**
3 months internship. Unity Serious Game teaching programmers about differents concepts of memory in programmation.
Learned skills : Serious-game design, Power of simplification
- **RATP x Gaming Campus / April - October 2025**
7 months volunteered. Unity Mobile serious game showing the work of a RATP maintenance worker.
Learned skills : Autonomy, Attention to detail
- **Munemjo Entertainment / July - August 2024**
2 months internship. Unity Mobile TCG prototype called African Guardian.
Learned skills : Big team workflow

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.
- **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