



Contact

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PARIS

LinkedIn

Henri Tran

Cithub

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

- 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

3 weeks in-company / 1 week at college

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 hintsLearned 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 abilitiesLearned 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