NELL TRUONG

Software engineer & Gamedev Student

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SUMMARY:

I am a French software engineering student taking a gap year in my Master's degree to study game development in Montréal. I am seeking for a 4 month internship from May to September 2026 in gameplay programming, game AI or engine/tools programming in Montréal, for which I already have the required permit.

SKILLS:

Programming
- Git
- C / C++
- Python
- Java
- Unreal Engine
- Linux
- Object-oriented Programming

Languages
- French (Native)
- English (Fluent)
- Japanese (Beginner)

HOBBIES:

- Mountain biking
- Bouldering
- Board games
- Video games
- Photography

WORK EXPERIENCE:

Oxydian
Software Developer Intern | June - August 2025
- I worked on APIs and proprietary software solutions for a cybersecurity audit device using Python and FastAPI.

SNCF - Eastern Engineering Cluster
Game Programmer Intern | June - July 2024
- I worked on AR/VR experiences for a Microsoft Hololens 2 headset using Unreal Engine 5, Blueprints and C++.
- Built in a 3-person team working together using Perforce.

RELEVANT PROJECTS:

Need4Fish - 2025
- Need4Fish is a 3D race-against-time game where you devour fishes to become the apex predator as fast as possible. Built by a 4-person team in C++ on our custom a game engine.

AI Bootcamp - 2025
- This project is a series of challenges where agents try to find exits in a hexagonal grid. We developed a utility-based AI that solved every one of these challenges. Built by a 4-person team using C++.

N7WS - 2025
- A web app to monitor school computers and run remote scripts. Built by a 4-person team, inspired by AWS.

Simple scientific calculations model - 2024
- A tool for building calculation scripts using a model-based design, inspired by Unreal Engine's Blueprint system.

Want to learn more ? → Check out my Portfolio !

EDUCATION:

2025 - 2026 | University of Sherbrooke
Master's Degree - Game Development (DDJV)
- I am currently studying game development with courses in object-oriented programming, game AI and computer graphics.

2023 - 2027 | Toulouse INP - ENSEEIHT
Master's Degree - Software Engineering
- At ENSEEIHT, I am completing a French engineering degree in computer science, specializing in software engineering.

STUDENT SOCIETIES:

TOLOSAT (Student Cubesat project)
Flight software division | February 2025 - Present
- I worked on a software timer API.

TVn7 (Student audiovisual association)
IT Manager | May 2024 - May 2025
- Help members with computer related problems and server issues.

net7 (Student Computer Science association)
Treasurer | April 2024 - April 2025
- I managed the association's treasury, sourced funds and handled social media communication.