

# NELL TRUONG

## Software developer & Gamedev Student

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### SUMMARY:

I am a French software engineering student at ENSEEIHT and taking a gap year in my Master's degree to study game development at Sherbrooke's University. I am interested in object-oriented programming and parallel computing, especially applied to software and game development.

### SKILLS:

#### Programming

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

#### Softwares

- Unreal Engine
- Adobe Premiere Pro
- Adobe Lightroom

#### Langages

- French (Native)
- English (C1) Cambridge
- Japanese (Beginner)

### HOBBIES:

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

### EDUCATION:

#### 2025 - 2026 | Sherbrooke's University (DDJV)

Master's Degree - Game Development

- I am currently studying game development with courses in object-oriented programming, AI and computer graphics.

#### 2023 - 2027 | Toulouse INP - ENSEEIHT

Master's Degree - Software Engineering

- At ENSEEIHT, I have followed courses ranging from computer architecture to web development. I am currently specializing in software engineering.

### WORK EXPERIENCE:

#### Oxydian

Software Developer | 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 Developer | June - July 2024

- Developed features for AR/VR experiences in Unreal Engine 5 which were played on a Microsoft Hololense 2 headset.
- Collaborated with other developers to develop and integrate the new features.

### STUDENT SOCIETIES:

#### TOLOSAT (Student Cubesat project)

Flight software team member | February 2025 - Present

- I worked on a software timer API and am currently working on a middleware for the power supply.

#### TVn7 (Student audiovisual association)

IT Manager | May 2024 - May 2025

- Provide help to members with computer related problems and server issues.

#### net7 (Student Computer Science association)

Treasurer | April 2024 - April 2025

- Manage the association's bank account, budget and funds sourcing.
- Manage the association's communication regarding events on social medias.

### RELEVANT PROJECTS:

#### N7WS - 2025

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

#### Hagimule - 2025

- A peer-to-peer file sharing software inspired by eMule, developed in Java in a team of two.

#### Simple Scientific Calculations Model - 2024

- A tool for building calculation scripts using a model-based design, inspired by Unreal Engine's Blueprints.