

NELL TRUONG

Software Engineer & Gamedev Student

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SUMMARY:

I am a French software engineering student at ENSEEIHT and taking a leap 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
- Boulderling
- Board games
- Video games
- Photography

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

- Develop features for AR/VR experiences in Unreal Engine 5 to be played on a Microsoft Hololense 2 device.
- Collaborate 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 - Present

- Help 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.

EDUCATION:

2025 - 2026 | Sherbrooke's University

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.

RELEVANT PROJECTS:

N7WS - 2025

- A web application to monitor our school's computers and remotely execute scripts. Developed in a team of 4 and 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

- This project is a tool to build calculation scripts inspired by Unreal Engine's Blueprint system.