

TRI TRAN

LAST UPDATED ON 19TH AUGUST 2019

BORN ON 7TH APRIL 1995

Game Developer Graphics/Engine Programmer

Upcoming college graduate looking for an Internship starting at February 2020

Projects

IRadiance - Raytracer

July 2019 -> Present

IRadiance Engine is a software Raytracer that can render a variety of scenes. The software also allows to visualize the progress of an image being raytraced and not only the final result.

Languages / Technologies: C++, Git, Visual Studio

Radiance – Graphics Engine

June 2019 -> Present

Radiance Engine is a graphics engine, build with intent to support multiple graphics API. In its current state, it only supports OpenGL.

Languages / Technologies: C++, OpenGL, GLSL, Visual Studio

DoomDashers – Game

March 2019 -> May 2019

A fast paced 2D platformer, where players dash to each other to survive in an environment filled with traps. This project was developed in a team of 4 members where I was responsible for the core gameplay mechanics.

Languages / Technologies / Methodologies: C#, Unity, Perforce, Visual Studio, Scrum, Agile

Rasterizer

September 2018 -> January 2019

A Realtime software Rasterizer that emulates typical hardware graphics pipeline. It contains the following graphics features, but it is not exhaustive: backface culling, depth buffer, perspective correct interpolation, extendable vertex and fragment shaders and of course Rasterization

Languages / Technologies: C++, Git, Visual Studio

Education

Hogeschool West-Vlaanderen, Belgium
Bachelor Digital Arts and Entertainment,
major Game Development

*September 2017 ->
Current*

Katholieke Universiteit Leuven, Belgium
Bachelor of Science (BSc):
Computer Science minor Business

*September 2013 ->
June 2017*

ABOUT

As an upcoming college graduate from Howest, Belgium, I am currently looking for an internship for the period starting at February 2020 to June 2020.

I am a game developer with a passion for rendering, game engine architecture.

During my studies I have deepened my knowledge in multiple fields such as abstract Mathematics, Software development in C/C++, APIs/Framework, Game Engines. Besides these technical fields I have also worked on Digital Arts and Design.

Human Language

Dutch	Fluent
French	Fluent
English	Very Good

Computer

Proficient	C/C++, OpenGL, GLSL, D3D11, HLSL, Java
Basic Knowledge	C#, Haskell, MATLAB, HTML/CSS, PHP, Prolog, SQL, VB.NET, R

Technologies

Unity, RenderDoc, Git, Perforce Helix, Visual Studio IDE, Eclipse IDE, Windows, Linux.



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