# TRI TRAN

## **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++

### 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++

### 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. Developed in a team of 4 team members. Responsible for core gameplay mechanics.

Languages / Technologies: C#, Unity

#### 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++

## 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 Mathematics. abstract 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

Very Good **English** 

## Computer

C/C++, OpenGL, GLSL, **Proficient** 

D3D11, HLSL, Java

C#, Haskell, MATLAB, Basic HTML/CSS, PHP, Prolog, Knowledge

SQL, VB.NET, R

# **Technologies**

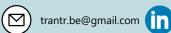
Unity, RenderDoc, Git, Perforce Helix, Visual Studio IDE, Eclipse IDE, Windows, Linux.



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