

# TRI TRAN

LAST UPDATED ON 2<sup>ND</sup> OCTOBER 2019

BORN ON 7<sup>TH</sup> APRIL 1995

## Game Developer Graphics/Engine Programmer

*Upcoming college graduate looking for an end-of-studies Internship*

## 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

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

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

## Human Languages

<b>Dutch</b>	Fluent
<b>French</b>	Fluent
<b>English</b>	Very Good

## Computer Languages

<b>Proficient</b>	C/C++, OpenGL, GLSL, D3D11, HLSL, Java
<b>Basic Knowledge</b>	C#, Haskell, MATLAB, HTML/CSS, PHP, Prolog, SQL, R

## Technologies

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



+32 479 012 297



[github.com/nickelium](https://github.com/nickelium)



[trantr.be@gmail.com](mailto:trantr.be@gmail.com)



[linkedin.com/in/mtrantr](https://linkedin.com/in/mtrantr)



[nickelium.github.io](https://nickelium.github.io)