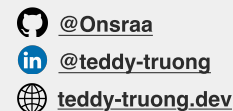


# Teddy Truong

Double degree student  
Master in computer science



## about

I'm a student who lives and breathes niche and obscure technologies. I love maximizing efficiency, racking my brain, and demystifying complex things.

My life philosophy centers on continuously improving my technical skills and general knowledge to become the best version of myself.

## schools

2025 - 2026

**UQAC**

Master in computer science (Double degree)

2021 - 2026

**ESGI**

(2024 - 2026) Virtual Reality and video game

(2021 - 2024) Common core

2020 - 2021

**Lycée Dorian**

CPGE PTSI

2017 - 2020

**Lycée Polyvalent St Pierre Fourier**

Scientific Bachelor

## stack

### Softwares

Unity, Godot, Unreal Engine, Blender  
Power BI, Power Automate, Figma,  
Notion

### Dev languages

Rust, C++, C, C#

## extra

- Referent **VALORANT CLUB** at ESGI
- Compete in **VALORANT LAN** tournaments
- Climbing (Bouldering)
- Chess

## experiences & projects

### SNCF Réseau

October 2023 - August 2025  
HO DGII, Saint-Denis

#### • Software Engineer & Data Scientist Apprentice

Add-on development for CAD software  
Data analysis and processing  
Creation of graphical reports  
Optimization of obsolete algorithms  
Unit testing

C# (.NET), VB.NET, AutoLisp, AutoCAD, BricsCAD  
PowerBI, Power Query (M), Power Automate

### Numérique Gagnant

October 2022 - August 2023  
Maisons-Alfort

#### • Developer Apprentice

Customer ticket resolution.  
Machine repair.  
Upgrading a PHP 3 website to PHP 8.  
Developing an archiving tool using PowerShell and Power Automate.  
Project documentation.  
Preparing client workstations.

PowerShell, Power Automate, PHP, VBA, Windev23,  
Environnement Microsoft 365

### Particle Life Simulator

Annual project 2025  
ESGI  
[Github](#)

#### • Rust Developer

Life particle simulator and genetic algorithm selection system.  
Rust, Bevy, ECS, Algorithmne génétique

### Machine Learning

Machine Learning Project  
ESGI  
[Github](#)

#### • Rust Developer

Project to test different learning algorithms on simple case studies as well as on image classification tasks.  
Rust, Bevy, ECS

### Robozzle

Personal project  
[Github](#)

#### • Rust Developer

Remake of the game Robozzle by Igor Ostrovosky in the form of a technical test.  
Rust, Bevy, ECS, Pile