Vincent PHAM

C++ & Graphics Programmer

- Lyon, France
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- +33 7 68 66 26 76
- in LinkedIn
- GitHub
- Website



C / C++

Vulkan

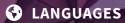
C#



Git

Linux

RenderDoc

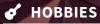


French (Native)

English (Professionally Proficient)

Spanish (Notions)

Vietnamese (Notions)



Video games

Tennis

VolleyBall



PROFESSIONAL EXPERIENCE

Graphics Programmer, Wild Sheep Studio

10/2022 - 06/2023 | Montpellier, France

Development of a in-house, 3D, cross-platform engine in order to enhance performance and visuals of an unannounced AA video game.

- C++, Vulkan
- Physically Based Rendering, Particle simulation
- Github, Jira, Jenkins, RenderDoc, Confluence

Graphics Programmer, Wild Sheep Studio

04/2022 - 09/2022 | Montpellier, France

End-of-studies internship which goal was to implement a technique enhancing the visuals of shadows in-game

- · C++, Vulkan
- Screen space contact shadows



PROJECTS

Vulkan renderer

Created my own engine by following the vulkan tutorial and adding more features

C++, Vulkan

Synthèse d'image, School project

Rendering of a detailled scene, Path tracing

C++, OpenGL

Maillage et géométrie algorithmique,

School project

- Generation and modification of 3d meshes
- C++, Qt

Bachelor's project, Video game

Gameplay, Design, IA, Modelling, Animation

• Unreal Engine 4, Blueprints, Blender



EDUCATION

Master 2 ID3D, Université Claude Bernard 2020 - 2022 | Lyon, France

• C++, C, OpenGL, Linux, Git, Java, SQL, HTML

Licence informatique, Université Claude Bernard 2016 - 2020 | Lyon, France