

Vincent PHAM

C++ & Graphics Programmer

📍 Lyon, France

✉ vincent.pham69006@gmail.com

☎ +33 7 68 66 26 76

in LinkedIn

🐙 GitHub

🖱 Website

🧠 SKILLS

C / C++

Vulkan

C#

🔧 TOOLS

Git

Linux

RenderDoc

🌐 LANGUAGES

French (Native)

English (Professionally Proficient)

Spanish (Notions)

Vietnamese (Notions)

🎮 HOBBIES

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 detailed 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