




# Vincent PHAM


## Software developer

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 Lyon, France

 LinkedIn

 Website

 GitHub

### TECHNICAL SKILLS

C / C++

C# .NET

JavaScript

SQL

### TOOLS & METHODS

Git

Linux

Jira, Confluence

AGILE

V-Model

### LANGUAGES

French (Native)

English (Professionally Proficient)

Spanish (Notions)

Vietnamese (Notions)

### EDUCATION

**Master 2 ID3D,**  
*Université Claude Bernard*  
Lyon, France

**Licence informatique,**  
*Université Claude Bernard*  
Lyon, France

### PROFESSIONAL EXPERIENCE

#### **Software Developer, Mecalux**

05/2024 – Present | Lyon, France

Designed and developed the WMS to meet client-specific functional and technical requirements. Handled the full development cycle: technical reviews, implementation, testing, and deployment. Developed and integrated communication interfaces between the WMS and client ERPs (Sage 100c, SAP).

- **C# .NET, Boo, SQL, LINQ**
- Git/Sourcetree, Jira, Confluence
- V-Model, Agile, ERP integration

#### **Consultant, Groupagora**

01/2024 – 05/2024 | Lyon, France

Software development mission at Mecalux, which led to a permanent position.

- **C# .NET, SQL, LINQ**
- Git/Sourcetree, Jira, Confluence
- V-Model

#### **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, Git**

#### **Gravital, Video game**

Gameplay, tools, design

- **Unity, C#, Git**

#### **Maillage et géométrie algorithmique, School project**

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

### HOBBIES

Video games, Tennis, VolleyBall