

EDUCATION

Gaming Campus - G.Tech

MSc in Video Game Development and Real-Time 3D Rendering.

Start 09/2024

Gaming Campus - G.Tech 3

Bachelor's Degree in Computer Science with a specialization in Video Games

09/2023 – Present

Université de Caen Normandie

Bachelor's Degree in Computer Science

09/2019 – 06/2022

PROFESSIONAL EXPERIENCE

Freelance

Java Developer Full Stack : Java, Spring Boot, Bootstrap, HTMX, Keycloak

11/2023 – 04/2024

Lyon, France

- Development of a platform to schedule employees' work hours based on their position.
- Collaboration with the development team on several aspects: business model design, client needs analysis, application architecture and database design to meet the specific demands of the client, and performance optimization.
- Development of the front-end and back-end to display and store information.
- Multi-restaurant management with an authentication system for administrators, including those of the console, and implementation of Role-Based Access Control (RBAC).
- Exporting a table of weekly work hours, weekly and monthly reports, as well as Excel files for accounting.

BVBank

Java Developer Full Stack : Java, Spring Boot, Bootstrap, HTMX

11/2022 – 08/2023

Ho Chi Minh, Vietnam

- Development of a partial redemption feature for savings accounts that calculates interest on withdrawn funds and adjusts the interest on the remaining balance according to the prevailing rate.
- Development of a REST API for integration between an insurance company and a bank, ensuring data security with digital signing.
- Development of a complete web application for secure loan application management, design of the front-end and back-end, writing APIs to connect it to other systems, and exporting customized documents according to specific loan objectives.
- Collaboration with users and business analysts to test and add the necessary features.

Société Grinto

Developer Full Stack - Stagiaire: HTML, CSS, PHP, Javascript, Node.js

04/2022 – 05/2022

Caen, France

- Development of the front-end for a dynamic and responsive welcome website with an optimized UI/UX.
- Creation of the front-end for an e-commerce on WordPress to sell music samples.
- Writing automated scripts to extract data from various websites.
- Development of the back-end to manage, evaluate students, and schedule the swimming school's programs.
- Using applications to manage workflow and communicate with the team.

ACADEMIC PROJECTS

Virtual Reality (VR) with Unity

03/2024

- Development of a 3D and VR puzzle game based on a concept where one must find batteries by solving puzzles in space rooms to be able to return to Earth.

Unreal Engine 5 : Blueprint, C++, Shaders

01/2024 – 02/2024

- Development of a Tower Defense type game in first-person shooter (FPS) mode, with the concept of protecting towers by shooting at enemies, using Blueprint.
- Development of an Endless Runner game in FPS view, with a concept focused on eliminating enemies on the road while collecting support items to survive and enhance abilities, using C++ and Blueprint.
- Development of a Tower Attack type game in third-person view with Blueprint, creation of visual effects, as well as rendering and atmosphere of the world.

Artificial Intelligence (AI) with Unity

12/2023

- Development of a 2D top-down shooter game, incorporating the State Machine and the Behaviour Tree for enemies.

Custom Engine in C++ with DirectX 12

09/2023

- Development of a 3D game engine, and a mini-game of the First-Person Spaceship Shooter type using the engine.

LANGUAGES

French : Advanced

English : High-Intermediate

Vietnamese : Fluent

SKILLS

Languages : C/C++, C#, Python, Java, HTML, CSS, JavaScript, PHP, LaTeX

Frameworks : Spring Boot, HTMX, Bootstrap, ReactJS, Tailwind CSS

Applications : Unreal Engine 5, Unity, Keycloak, Docker, Node.js, Adobe Illustrator/Photoshop/Substance 3D, Microsoft Office

Tools/IDE : GitHub, GitLab, Figma, Trello, Jira, Slack, JetBrains IntelliJ IDEA/Rider/PyCharm