VY VU

Lyon, France

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I am looking for **a 2‑year apprenticeship starting in September 2024** in the field of computer science. My apprenticeship schedule is **3 weeks in the company and 1 week at school.**

EDUCATION

Gaming Campus - G.Tech   **Starting 09/2024**
MSc Video Game Developer and Real‑time 3D Rendering

Gaming Campus - G.Tech   **09/2023 - Present**
Bachelor's in Computer Science with a specialization in Video Games

University of Caen Normandy   **09/2019 - 06/2022**
Bachelor's in Computer Science: Degree Obtained

PROFESSIONAL EXPERIENCE

IPHIGAMES - Remote, Greece : Game Developer Intern   **06/2024 - Present**

— Developed an indie roguelike dungeon exploration game with turn‑based strategy elements.

— Implemented core combat mechanics, including player stat calculations for combat.

— Designed the combat user interface and enhanced aesthetics, including particle and shader creation.

— Conducted thorough testing of combat statistics to ensure design effectiveness and balance.

— Collaborated with team members to merge code and resolve conflicts efficiently.

— Used YouTrack for task management and progress tracking, maintaining 100% telework efficiency.

`Unity / Plastic SCM`

Freelance - Lyon, France : Full Stack Java Developer   **11/2023 - 04/2024**

— Developed a platform to schedule employee work hours based on their roles from scratch.

— Collaborated with the development team on various aspects: business model design, client needs analysis, application and database architecture development to meet specific client requirements, and performance optimization.

— Multi‑restaurant management with an authentication system for administrators, including console administrators, and implementation of role‑based access control (RBAC).

— Exported weekly work hours PDFs, weekly and monthly reports, and Excel files for accounting.

`Java / Spring Boot / Bootstrap / HTMX / PostgreSQL / Keycloak / Docker / GitHub`

BVBank - Ho Chi Minh City, Vietnam : Full Stack Java Developer   **11/2022 - 08/2023**

— Developed a partial redemption feature for savings accounts that calculates interest on withdrawn funds and adjusts interest on the remaining balance based on the current rate.

— Developed a REST API for integration between an insurance company and a bank, ensuring data security with digital signatures.

— Developed a comprehensive web application for secure loan request management, designed front‑end and back‑end, wrote APIs to connect with other systems, and exported customized documents according to specific loan objectives.

— Collaborated with users and business analysts to test and add necessary features.

`Java / Spring Boot / Bootstrap / HTMX / Oracle SQL / GitLab`

ACADEMIC PROJECTS

Unity: 2D, 3D, Virtual Reality (VR), Artificial Intelligence (AI)

— Developed two video games: one a 3D and VR puzzle game where players solve spatial room puzzles to find batteries and return to Earth, and the other a 2D top‑down shooter integrating State Machine and Behaviour Tree for enemies.

Unreal Engine 5 : Blueprint, C++, Shaders

— Developed a Tower Defense first‑person shooter (FPS) game, where players protect towers by shooting enemies, using Blueprint.

— Developed an Endless Runner FPS game, focused on eliminating enemies while collecting support items to survive and enhance abilities, using C++ and Blueprint.

— Developed a Tower Attack third‑person view game using Blueprint, created visual effects, and designed world rendering and atmosphere.

LANGUAGES

French : Fluent   **English** : Fluent   **Vietnamese** : Native

SKILLS

— **Languages** : C/C++, C#, Python, Java, HTML, CSS, JavaScript, Query, LaTeX

— **Frameworks** : Spring Boot, HTMX, Bootstrap, Tailwind CSS, Svelte/SvelteKit

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

— **Tools/IDE** : GitHub, GitLab, Figma, Trello, Jira, Slack, JetBrains Intellij IDEA/Rider/PyCharm/WebStorm/YouTrack, Plastic SCM