



Gameplay Developer

I am looking for **2-year work-study program starting September 2024** in the field of computer science. My work-study rhythm is **3 weeks in the company and 1 week at school**.



Lyon, France



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**PORFOLIO : BELLAVEE.GITHUB.IO**

## EDUCATION

### Gaming Campus - G.Tech

MSc Video Game Developer and Real-Time 3D Rendering

**Starting 09/2024**

### Gaming Campus - G.Tech

Bachelor's Degree in Computer Science, Video Game Option

**09/2023 - 09/2024**

### Université de Caen Normandie

Bachelor's Degree in Computer Science: Degree obtained

**09/2019 - 06/2022**

## PROFESSIONAL EXPERIENCES

### IPHIGAMES - Remote, Greece: Game Developer Intern

**06/2024 - 09/2024**

- Developed combat mechanics for a dungeon exploration game with turn-based strategy
- Designed user interface; improved aesthetics; created particles and shaders
- Conducted thorough testing of combat statistics to ensure design effectiveness and balance
- Collaborated with team members to merge code and resolve conflicts efficiently

C# / Unity / Plastic SCM

### Freelance - Lyon, France: Java Full Stack Developer

**11/2023 - 04/2024**

- Developed a multi-restaurant time and resource management platform
- Designed architecture, analyzed requirements, and optimized performance
- Implemented a role-based access control system

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

### BVBank - Ho Chi Minh City, Vietnam: Java Full Stack Developer

**11/2022 - 08/2023**

- Developed banking features and REST APIs
- Developed a complete web application for bank loan management
- Collaborated with users and business analysts to test and add necessary features

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

## ACADEMIC PROJECTS

**Unity Games:** 3D Puzzle in VR, 2D Top-down shooter with AI

**Unreal Engine 5 Games - Blueprint, C++, Shaders:** FPS Tower Defense, FPS Endless Runner, TPS Tower Attack

## PERSONAL PROJECTS

### Bella Sekai Game Store: Founder; Seller; Full Stack Developer

**07/2024 - Present**

- Developed an e-commerce website for selling online game accounts
- Implemented SEO optimization and managed Facebook marketing campaigns
- Managed pre- and post-sale customer relations, ensuring personalized follow-up

SvelteKit / Pocketbase / Tailwind CSS / Docker / GitHub

## LANGUES

**Français :** C1

**Anglais :** B2

**Vietnamien :** Native language

## COMPÉTENCES

- **Languages :** C/C++, C#, Python, Java, HTML, CSS, JavaScript, SQL, LaTeX
- **Frameworks :** Spring Boot, HTMX, Bootstrap, Tailwind CSS, Svelte/SvelteKit
- **Applications :** Unreal Engine 5, Unity, Keycloak, Docker, Pocketbase, Adobe Illustrator/Photoshop/Substance 3D, Microsoft Office/Teams, Google Drive/Docs/Sheet, Canva
- **Tools/IDE :** GitHub, GitLab, Figma, Trello, Jira, Slack, JetBrains IntelliJ IDEA/Rider/PyCharm/WebStorm/YouTrack, Plastic SCM