



Lyon, France

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**.



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EDUCATION

Gaming Campus - G.Tech

MSc Video Game Developer and Real-time 3D Rendering

Starting 09/2024

Gaming Campus - G.Tech

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

09/2023 - Present

University of Caen Normandy

Bachelor's in Computer Science: Degree Obtained

09/2019 - 06/2022

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- Developed a partial redemption feature for savings accounts that calculates interest on withdrawn funds and adjusts interest on the remaining balance based on the current rate.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

English : Advanced

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