



# LÉO PHAM-VU

## CONTACT

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## HARD SKILLS

- C# (Unity)
- Unreal engine (BP/C++)
- Python
- HTML/CSS/JS
- Solidworks

## SOFT SKILLS

- Flexible
- Open Minded
- Creative
- Teamwork

## LANGUAGES



Bilingual



Bilingual



Intermediate



Beginner

## HOBBIES

- Judo (Brown Belt)
- Cinema
- Video Games, Card Games
- Cooking
- eSport

## DEVELOPER EXPERIENCES

### QA Tester

Balio Studio | March 2024 - January 2025

- Used Dev Kits Tools, bug tracker, manual testing
- Wrote test plans, bugs reports
- Able to test all range of platforms and TRC

### Game Developer / Game Designer (Internship)

CityTRI | June 2022 - August 2022

- Working on a waste sorting project
- Design an AR game for Android
- Developing a game in Unity

### Game Developer / Game Designer (Internship)

Association Franco-Iraniens d'alsace | June 2021 - August 2021

- Work on an ongoing project
- Design a game demo for a festival (Start to Play)
- Developing a game in Unity
  - UI/UX
  - 1 game mode

## OTHER EXPERIENCES

### Versatile employee

McDonald's | October 2022 - January 2023

- Team work
- Customer service

### Versatile employee

Pitaya | July 2019 - October 2019

- Team work
- Customer service

## EDUCATION

### Gaming Campus

Bachelor's Degree | September 2020 - September 2023

- Learn programming languages
- Use game engines (Unity, Unreal)
- Develop projects with professionals in the video game industry
  - Stick (casual game - 6 months)
  - Run Till Dawn (2D platformer - 2 weeks)

### International High school of Ferney-Voltaire

September 2019 - June 2020

- Baccalaureate S, option OIB, 2020
- IGCSE, 2018