



Ilyass Tran

IT Analyst and Developer Apprentice at Continental | Computer Science Student at CESI

3rd-year Computer Engineering student and IT Analyst and Developer Apprentice at Continental Automotive, experienced in software development, system migration, and AI research. Seeking a 12-week internship in Artificial Intelligence to apply my skills to innovative projects.

✉ ilyass.tran@gmail.com

📍 Toulouse, France

🌐 linkedin.com/in/ilyass-tran

📞 (+33) 664461639

💻 ilyassstran.com

🐙 github.com/Ilyass1309

EDUCATION

Master's Degree in Computer Engineering Engineering School, CESI

09/2024 - Present

Toulouse, France

Projects

- **Backup Manager (C#, WPF)** – Developed in a 4-person team a Windows application to create and manage PC backups (full and differential), including three software versions with a graphical interface in WPF. (4 weeks)
- **Social Network Platform** – Built a Twitter/X-inspired web application with real-time messaging, comments, likes, subscriptions, and post management features. (4 weeks)

Dual degree of Mathematics and Computer Science

University of Toulouse

09/2021 - 09/2023

Toulouse, France

WORK EXPERIENCE

IT Analyst and Developer Apprentice Continental Automotive

09/2024 - Present

Toulouse, France

Achievements/Tasks

- Contributed to the maintenance and improvement of an internal software used daily by **1,000+ users** worldwide.
- Conducted a **migration study** to move the application from **.NET Framework 4.5** to **.NET 8**, including technical feasibility analysis and testing phase preparation.
- Collaborate with an **international team** with daily communication exclusively in English.

Contact : thien.ilyass.tran@continental-corporation.com

Research Internship in a Laboratory Computer Science Research Institute of Toulouse (IRIT)

03/2023 - 06/2023

Toulouse, France

One of the largest computer science research laboratories in France, specializing in AI, data science, and software engineering

Achievements/Tasks

- Designed and implemented an **eye-tracking analysis tool** in Java with a graphical interface and replay system.
- Enabled the evaluation of two **virtual keyboard prototypes** by collecting and analyzing normalized eye-tracking data stored in JSON files.
- I delivered my final presentation to my internship supervisor (Human-Computer Interaction team) and my academic advisor.

SKILLS

Agile methodologies (SCRUM & SAFE)

C#

Python

Analytical skills

Data analysis

AI

Machine Learning

Reinforcement Learning

PERSONAL PROJECTS

AI – Reinforcement Learning (09/2024 - 09/2024)

- Designed and implemented a **2D turn-based strategy game** featuring archers and soldiers.
- Developed an **AI agent trained with Q-learning** to make strategic decisions during gameplay.
- Created a **reward and penalty system** to guide the AI's learning process and improve decision-making.
- Implemented **Q-value storage in JSON files** to persist learning progress between sessions.

2D Unity Game (10/2024 - Present)

- Designed and implemented the **core gameplay** of a 2D dungeon-crawling game with a progression system up to 100 levels.
- Created the **first playable maps and characters**, including initial visual assets and movement mechanics.
- Developed the **combat system** with turn-based mechanics between dungeon enemies and the player.

ORGANIZATIONS

Member of the CESI Sports Association (06/2025 - Present)

Administration

CERTIFICATES

TOEIC (official exam planned 2026) (09/2026 - 07/2027)

Practice test score: 760/990 (06/2025)

LANGUAGES

English

Professional Working Proficiency

French

Native or Bilingual Proficiency

Italian

Elementary Proficiency

INTERESTS

Volleyball

Reading

Video games