Hugo LANGLAIS

Engineering Student in Computer Science

Looking for an internship for summer 2023
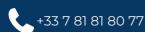
CONTACT

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✉ hugo.langlais.pro@gmail.com

🏠 Bordeaux, FRANCE

Car and motorcycle license
Have my own vehicles

in Profil Linkedin

LANGUAGES

English : B2 level
TOEIC score 840

Italian : B1 level

COMPUTER SKILLS

C++ : Creation of a **custom physics engine**, **network programming** with Unreal Engine 5

C# : Video games with Unity

Java & NodeJS : Mobile app creation with API

Cybersecurity : CTF participant and university competition organizer in Canada (CS Games 2023)

Softwares : Unity, Unreal, Git, Perforce, Jira, Trello, Rider, Android Studio, NodeJS, VS Code, Arduino IDE

HOBBIES

Cars :
Old car restoration : 4L & VW T3
Participant in car meetings

Video Games :
Fan of sim racing games, MOBA, Battle Royale, RPG

Music : Guitarist and Bassist

Passionate   Autonomous   Cooperative

Passionate about video games since childhood, I decided to work in this field. My father passed on to me his passion for cars, which I wish to find in my hobbies as well as in my job.

FORMATIONS

2022 - 2023 — **Master's degree in computer science, video games specialization** <u>UQAC</u> - *Chicoutimi, Canada*
- Video games creation with Unity and Unreal
- Custom game engine development in C++
- Maths and physics in video games

2018 - 2023 — **Engineering degree in computer science** <u>ENSEIRB-MATMECA</u> - *Bordeaux, France*
- 5th year of higher education
- OOP in C++ & Java
- GPU optimization and parallel processing
- Point mechanics and kinematics

PROFESSIONAL EXPERIENCES

Jun. - Aug. 2022 On-site & remote — **Full Stack developer intern** <u>Capgemini</u> *Mérignac*
- Creation of a ventolin user assistant
- Artificial Intelligence in Python
- Agile project management

Jul. - Aug. 2021 On-site & remote — **Backend developer intern** <u>Bordeaux Métropole</u>
- Development of an application deployment tool
- Use of VueJS, Django and Websocket
- Asynchronous task management via RabbitMQ

PROJECTS

Autumn 2022 — **Scrum master & Programmer - Hyperaustral (UQAC Project)**
- Resource Management Game with Unity (C#)
- Agile methodology in a team of six person
- Programmed resources manager and balancing

2020 - 2022 — **President and founder of organisation** *Formul'Eirb*
- Automobile organisation
- Attend to races such as the 24 hours of le Mans
- Karting meetings

2022 — **WonderJam winner awarded by Ubisoft**
- <u>Decay</u>, available on itch.io
- 48h game jam
- Teamwork with 5 other students

2018 - 2023 — **Indie games creator** *Bedjes Studio*
- <u>SAMM</u>, car management mobile app - Java/NodeJS
- *<u>Dodge</u>*, mobile game available on Google Play - Java
- *<u>Bertiman</u>*, Gamebuino game - C++