✉ aurlannoye@gmail.com
🏠 Rue Notre Dame
📅 Born 21/07/2001
🏳 Belgian
🖥 Telework or in-person
🪪 permit
📍 Maleves
📱 0470 42 22 15

Languages

French
Mother tongue

English
Intermediate (B1)

Assets

Punctual and conscientious.
Concerned about doing well, I respect deadlines and avoid mistakes by anticipation.

Autonomous and invested
I often work alone on my personal projects, with regularity and rigor.

Calm and thoughtful
Always calm, I keep my composure even under pressure.

Computer science

Database
MySQL, MongoDB

Tools
Git/GitHub, Visual Studio Code, Docker (bases), Canva (design simple)

Video games
Unreal Engine 5 (Blueprint), Unity (C# - bases)

Languages & Web
HTML, CSS, JavaScript, Python (bases), Node.js

Frameworks & Techs
React Native, Next.js, Firebase

Interests

Sport or leisure
Piano practice
Boxing
Writing

Other Interest
Video game development
Self-directed learning

Aurelien LANNOYE

Student in Computer Technology – Candidate Intern (EPHEC)

I am looking for an internship in video game development, in which I can contribute to gameplay programming, prototyping or technical integration, while deepening my skills in 2D and 3D game creation.

Availability internship

Available for a part-time internship (4 days/week) from **9 February 2026 to 15 May 2026.**

Diplomas

High School Diploma (CESS – Belgium)
From September 2012 to June 2019Institut Saint-AlbertJodoigne
General option – diploma successfully obtained

Bachelor's degree in computer science (in progress)
Since September 2021EPHECLouvain-la-Neuve
- **3rd year in progress, internship scheduled for February**
- **May 2026. Curriculum oriented development, networks**
- **and cybersecurity. Projects carried out:**
  - **Mobile application with React Native & Node.js (prototype 3D avatar).**
  - **Website built with Next.js connected to Firebase.**
  - **Water meter reader** : automated diagram according to data.
  - **Environmental sensor** : real-time display on the website (temperature, CO...).
  - **Ant colony simulation (**Python + Pygame).

Video Game Development Projects

- Realization of several solo **game prototypes** (Unreal Engine 5 – Blueprint).
- Development of personal **mini-games** Unity (C#), with integration of simple mechanics (movement, interaction, inventory).
- Generative AI experiments for **game design** (narrative texts, dialogues, visual assets).
- Simulation of ant colonies (Python + Pygame): dynamic behaviors, interactions.

Skills

Technical skills
- **Game dev** : Unreal Engine 5 (Blueprints), Unity (C# – bases), Pygame
- **Web** : HTML, CSS, JavaScript, Node.js, React, Next.js, Firebase
- **Programming** : Python, MySQL, MongoDB
- **Outils** : Git/GitHub, Visual Studio Code, Docker, Canva

Human skills
- Communication and active listening
- Teamwork and autonomy
- Quick learning ability

Assets

Passionate about video game development, I bring rigor, creativity and adaptability. I am ready to fully invest myself in a concrete project and learn from a professional team.