

PIERRE LATORSE

STUDENT IN COMPUTER ENGINEERING



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MY SKILLS

SOFT SKILLS

- Curious
- Persistent
- Adaptability
- Autonomous
- Teamwork

HARD SKILLS



LANGUAGE SKILLS

French - Native

English - Working proficiency

Spanish - Beginner

INTERESTS

Video games



Bouldering



Bass



ABOUT ME

Student in my last year of an engineering Bachelor's Degree specializing in computer science, passionate about new technologies and video games, I am currently looking for an internship in these areas of work starting mid-September 2023 for a total duration of 17 weeks.

WORK EXPERIENCE

JAN. 2023

APR. 2023

VIDEO GAME DEVELOPER INTERN

SCISSORS IN THE PLUG STUDIO, FRANCE

- ArchiViz VR Project - Unreal Engine 5
- Tower defense side scroller PVP - Unity
- Puzzle Game Project - Unity
- Mobile object visualization app - Unity

APR. 2022

JULY 2022

DEVOPS INTERN

BORDEAUX METROPOLE, FRANCE

- Web integrator and developer
- VueJS, Python, Ansible, HTML, CSS

JULY 2021

PRODUCTION ASSISTANT

SARL KALIVITIS, FRANCE

- Bottling management
- Order preparation

MY EDUCATION

SEPT 2020

JULY 2025

MASTER IN COMPUTER ENGINEERING

CESI BORDEAUX, FRANCE

- Teamwork & working by projects

SEPT 2017

JULY 2020

HIGH SCHOOL SCIENTIFIC DIPLOMA

MONTESQUIEU HIGH SCHOOL, FRANCE

- Scientific majors : Mathematics, Physics in English.

PERSONNAL PROJECT

2022

DAIMONION (IN PROGRESS)

VIDEO GAME DEVELOPMENT (UNITY C#)

- 2D narrative RPG
- Based on "Undertale" by Toby Fox