PIERRE LATORSE

STUDENT IN COMPUTER ENGINEERING

Phone
+33 6 26 04 25 77

Email
pierre.latorse@viacesi.fr

Address
5 rue Vital Mareille,
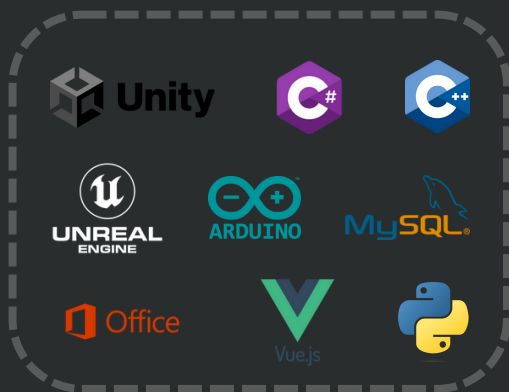33330 Bordeaux

Ev0gs

MY SKILLS

SOFT SKILLS

- Curious
- Persistent
- Adaptability
- Autonomous
- Teamwork

HARD SKILLS

Unity, C#, C++, Unreal Engine, Arduino, MySQL, Office, Vue.js, Python

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 5.1 🔗
- 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

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

2023

PORTFOLIO | VITE JS - REACT JS - THREE JS 🔗
WEB DEVELOPMENT

- Upgraded the code with my needs.
- URL : https://ev0gs.github.io/Portfolio/

2022

DAIMONION (IN PROGRESS) | UNITY2D - C# 🔗
VIDEO GAME DEVELOPMENT

- Designed the story and gameplay.
- Developed gameplay on Unity by C#.

2021

INVENTORY MANAGEMENT APP | C++ - MYSQL 🔗
OOP DEVELOPER

- Designed and developed database connection and SQL queries.