

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 in September 2023 for a 20 weeks total duration out of France.

PIERRE LATORSE

STUDENT IN COMPUTER ENGINEERING



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Ev0gs



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



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.

PERSONAL 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.