

LOUP MARQUEZ-LUTTRINGER

Contact: +34 628021204 | loup.marquez@epitech.eu | [\[LinkedIn Profile\]](#)

OBJECTIVE

Motivated and dedicated third-year software engineering student at EPITECH Berlin with a strong foundation in software development, AI, and machine learning. Passionate about AI-driven applications, RAG, and autonomous AI agents. Seeking opportunities to leverage my expertise in building intelligent, and efficient AI systems.

EDUCATION

- Bachelors in Software Engineering | EPITECH, Berlin, Germany (Oct 2022 – Jun 2025)
- High School Diploma | Lycée Français de Barcelone (Oct 2017 – Jul 2022)

TECHNICAL SKILLS

AI & Machine Learning:

- AI Model Development: Experience in training, fine-tuning, and deploying AI models.
- Computer Vision: Object detection, event recognition, and image classification.

Software Development:

- Programming Languages: Python, C++, C#, Bash scripting.
- Web Development: Full-stack development using .NET, Blazor, and JavaScript frameworks.
- Database Management: Experience with SQL (MySQL) and NoSQL (MongoDB).
- Cloud & DevOps: Docker, CI/CD pipelines, and cloud-based deployment.

Other Skills:

- Agile Development & Scrum Methodologies
- Cybersecurity & Ethical Hacking (TryHackMe training)
- Languages: French (Native) | English (C1) | Spanish (C1)

PROFESSIONAL EXPERIENCE

O.S.C | Game Developer (Sept 2024 – Feb 2025) | Berlin, Germany

- Developed NPC AI in UEFN, implementing decision-making and pathfinder for dynamic interaction.
- Optimize behavior trees and navigation, ensuring realistic movement through thorough testing.
- Collaborated with designers and developers to integrate AI mechanics and enhance gameplay.

Alpha MOS | Web Developer (Jul 2023 – Nov 2023) | Toulouse, France

- Developed a web-based software license management system using .NET 6/7 and Blazor.
- Modernized an outdated system, improving accessibility, security, and automation.
- Conducted code reviews, security assessments, and improved system reliability.

Limitless Games | QA Tester (Jun 2021 – Aug 2021) | Barcelona, Spain

- Tested Ascendants Rising, identifying gameplay and security bugs.
- Provided feedback to the development team to enhance game stability and performance.
- Verified bug fixes and regression-tested patches for a seamless gaming experience.

PROJECTS

Machine Learning AI Model

- Built an AI inference system to detect and capture events in a video game.
- Implemented computer vision models to analyze gameplay footage in real-time.

License Management Web App

- Developed a web-based software license manager with .NET and Blazor.
- Enhanced data security, usability, and system integration.

CERTIFICATIONS & TRAINING

- Initiation to Aeronautics Certificate: Basics of aerodynamics, navigation, and safety.