CHARLES-ÉRIC **LANGLOIS**

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Work Experience

- **Mobile developer**   **2023 — 2024**
- Mobile developer intern   Autumn 2021 & Summer 2022
  nventive
  - Multiplatform (iOS/Android) mobile app development with the Uno Platform.
  - Developed app features for clients such as **VCA** and **MD Financial**.
  - Code in C# and XAML as well as Flutter with Visual Studio.
  - Version control with Git, Task management with Azure DevOps.
  - Worked with project managers, designers, QAs, and other developers in an agile environment.

Education

- **Bachelor's degree in Software Engineering, Multimedia concentration**   **2018 — 2023**
  Polytechnique Montréal
- **Diploma of College Studies in Computer Science and Mathematics**   **2016 — 2018**
  Collège de Bois-de-Boulogne, Montreal

Projects

- **celanglois.dev:** Personal portfolio website   **2024**
  Polytechnique Montréal
  - Website developed with React in TypeScript.
  - Hosting done with Vercel.
- **Final year project:** 2D Dungeon Crawling-style video game with Web3 aspect   **2023**
  Polytechnique Montréal
  - Game development in C# with Unity.
  - Game mechanics (procedural level generation, simple enemy AI, weapon mechanics).
  - MetaMask for crypto integration (smart contract, character minting).
  - Task management with Trello.
- **3rd year project:** Skribbl.io inspired web app   **2021**
  Polytechnique Montréal
  - Front-end done with Angular.
  - MongoDB to save drawings.
  - Sockets for communication between players.
  - Algorithms for drawing tools on SVG canvas.
  - Unit tests with Karma Jasmine.

Technical skills

- Programming languages: C#, Python, JavaScript, TypeScript, HTML, CSS, Dart, Java, C, C++, MySQL, PostgreSQL.
- Frameworks: React, Flutter, Angular, Node.js, Express.js.
- Tools: Git, VS Code, Visual Studio, Azure DevOps, Unity, MongoDB, Firebase, Figma.
- Languages: English and French.

References available upon request.