Charles-Éric Langlois

Software Engineering graduate

CONTACT

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LANGUAGES

English and French.

PERSONAL SKILLS

- Adaptability.
- Autonomy.
- Communication.
- Professionalism.
- Problem-solving.
- Teamwork.

TECHNICAL SKILLS

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

REFERENCES

Available upon request.

WORK EXPERIENCE

Frontend developer | 2021 — 2024
nventive, Montréal

- Multiplatform mobile app development (iOS/Android) using the Uno Platform
- Developed functionalities for clients such as VCA and MD Financial.
- Programming in C# and XAML with Visual Studio.
- Version control with Git, Task management with Azure DevOps.
- Collaboration with Project Managers, Designers, QAs, and other developers in an agile environment.

EDUCATION

AWS Certified Cloud Practitioner Certification | 2024

Bachelor's in software engineering, multimedia concentration
Polytechnique Montréal | 2018 — 2023

- Distributed systems and cloud computing.
- Cybersecurity.
- Software engineering processes.
- Video game design.
- Artificial Intelligence: Methods and algorithms.

PROJECTS

celanglois.dev: Personal portfolio website.
Personal project | 2024

- Website developed with React in TypeScript.
- Hosting with Vercel.

Final project: 2D Dungeon Crawling video game with Web3 aspect.
Polytechnique Montréal | 2023

- Game development in C# with Unity.
- Game mechanics (procedural generation of levels, AI for enemies, weapons).
- Used MetaMask to manage the crypto aspects (smart contract, character minting).
- Task management with Trello.