LORENZO LANGLOIS

Software/video game developer, looking for an internship, fixed-term/permanent contract:
Part-time from September 15, 2025 to February 28, 2026
Full-time starting March 2, 2026

CONTACT

Parisian region

contact@lorenzolanglois.fr
linkedin.com/in/lorenzo-langlois
lorenzolanglois.fr

LANGUAGES

French (Native)
English B2/C1

PROGRAMMING

C / C++
Python
HTML, CSS
JavaScript / Node.js
Java

SOFTWARE

Unreal Engine
Blender
FL Studio
Photoshop / Gimp
Premiere Pro / Vegas Pro
Office Suite

INTERESTS

Video editing
Video games
Making music

PROFESSIONAL EXPERIENCES

(2023 - 2024) Pep's Up
~6 months long as a full stack Java/Spring developer

(2022) Roki
6 months long as a web developer in Bubble and JavaScript

(2017) Thales Digital Identity and Security
Observation internship

SOME COMPLETED PROJECTS

Multiple video games

4 one month and a half long group projects, all made using Unreal Engine, as well as game jams using various technologies

Personal website lorenzolanglois.fr
Solo project made using HTML, CSS and JavaScript

Raytracing from a scene
Group project made in C++ capable of generating a 3D scene from a file and raytracing technique

Dating application
Group project made in Node.js, MySQL for the backend. React Native, JavaScript for the front and Python for the AI.

EDUCATION

(2021 - 2026) Epitech
First, second and third year in Marseille
Fourth year in Berlin specialized in video game development
Fifth year in Paris
PGE program

(2018 - 2021) Auguste-et-Louis-Lumière High School
General Baccalaureate, specializations in Computer Science, English Languages & Literature, and Mathematics