

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
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lorenzolanglois.fr

LANGUAGES

French (Native)

English B2/C1

PROGRAMMING

C / C++

Python

HTML, CSS

JavaScript / Node.js

Java

SOFTWARES

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 Java / Spring developer

(2022) Roki

6 months long as a low-code web developer in Bubble and JavaScript

(2018) Gemalto

Observation internship at the office in Gémenos

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 different technologies

Personal website lorenzolanglois.fr

Solo project made using HTML, CSS and JavaScript

Raytracing from a scene

Group project made in C++ capable to generate a 3D scene with 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 to third years in Marseille

Fourth year in Berlin specialized in video games making

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