

# 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

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[lorenzolanglois.fr](https://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 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 different technologies

### Personal website [lorenzolanglois.fr](https://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