

LORENZO LANGLOIS

CONTACT

Berlin (until June 2025)

Contact on

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[linkedin.com/in/lorenzo-langlois](https://www.linkedin.com/in/lorenzo-langlois)

LANGUAGES

French (Native)

English

B2+

885 Tepitech (Toeic equivalent)

PROGRAMMING

C / C++

Python

HTML, CSS

JavaScript / Node.js

SOFTWARES

Unreal Engine

Blender

FL Studio

Photoshop / Gimp

Premiere Pro / Vegas Pro

Office Suite

INTERESTS

Video editing

Video games

Making music

EDUCATION

(2024 - 2025) **Epitech Berlin**

Year abroad specialized in video games making

(2021 - 2026) **Epitech Marseille**

Fourth year, PGE program

(2018 - 2021) **Auguste-et-Louis-Lumière High School**

General Baccalaureate, specializations in Computer Science, English Languages & Literature, and Mathematics

PROFESSIONAL EXPERIENCES

(2023 - 2024) **Pep's Up**

~6 months long internship as a Java / Spring developer

(2022) **Roki**

6 months long internship 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

One month and a half long group projects, all made using Unreal Engine and Blender during my fourth year at Epitech Berlin

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