

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

[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 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](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

## EDUCATION

(2025 - 2026) **Epitech Paris**

Fifth year, PGE program

(2024 - 2025) **Epitech Berlin**

Year abroad specialized in video games making

(2021 - 2024) **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