

Vincent Langlois

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[website](#) | [GitHub](#) | [LinkedIn](#)

LEADERSHIP & WORK EXPERIENCE

Eli Lilly & Company, Indianapolis, IN

July 2023 - Present

Senior Software Engineer, Software Product Engineering

March 2025 - Present

Software Engineer

July 2023 - March 2025

- Lead, mentor, and empower a distributed full-stack engineering team, driving code quality, collaboration, and on-time delivery across cross-functional and cross-company initiatives.
- Architect scalable web applications and federated systems using Next.js, TypeScript, and a custom design system, powering *LillyDirect™* and complex *Lilly.com* components and pages.
- Champion accessibility and inclusive design, implementing WCAG-compliant solutions and promoting best practices across the engineering organization.

BCForward, Carmel, IN

May 2022 - August 2022

Software Engineer Intern, TechPoint Xtern

- Collaborated with a 7-person remote team to upgrade the *Indiana Prosecutor Case Management System website's* account systems, reducing customer service requests by over 100% and enhancing user and admin satisfaction.
- Implemented new quality-of-life features for users and admins to streamline workflows and improve developer experience, leveraging React, Node.js, PHP, and MySQL for seamless integration.

Luddy School of Informatics, Computing, and Engineering, Bloomington, IN

September 2020 - July 2023

Community Outreach Intern, Luddy Student Engagement Committee

- Directed planning and execution of youth outreach program *Luddy Saturdays*, managing 15+ volunteers and engaging 70+ local students to spark early interest in STEM.
- Coordinated community engagement events for 200+ attendees, collaborating with committee peers and mentoring newer team members to deliver well-crafted experiences.
- Trained and supported volunteer teams on lesson delivery, improving educational consistency and boosting student satisfaction at events.

EDUCATION

Indiana University, Bloomington, IN

August 2019 - May 2023

Bachelor of Science in Computer Science, Minor in Game Design

GPA: 3.77/4.00

- **Specialization:** Software Engineering
- **Honors and Awards:** Luddy Direct-Admit, Dean's List, Founders Scholar, HHSP Scholar, Hutton Honors Scholar

SKILLS

Web Dev: Next.js, Node.js, React, Jest, TypeScript, JavaScript, HTML/CSS, SCSS, Bootstrap, TailwindCSS

Languages: Java, C, PHP, Python, C#, R

Database: SQL, PostgreSQL, MySQL, MongoDB

Tools: Git, GitHub, JIRA, Figma, VSCode

Tech Misc: Arduino, UNIX, Markdown