

# Vincent Langlois

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## EDUCATION

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**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
- Related Courses: Software Engineering, Mobile App Development, Design Patterns, Computer Structures, Operating Systems, Data Structures & Algorithms, Discrete Structures, Use & Usability in UI/UX, Game Development, Game Design, Game Art and Sound, Narrative Design

## LEADERSHIP & WORK EXPERIENCE

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**Eli Lilly & Company**, Indianapolis, IN

**July 2023-Present**

*Software Product Engineering, Software Developer*

- Collaborating with cross-functional teams on the development of Lilly Direct, an online direct-to-consumer pharmacy.
- Implementing front-end accessibility enhancements, extending the service's usability to a broader audience.

**BCForward**, Carmel, IN

**May 2022-Aug 2022**

*Software Engineer Intern, TechPoint Xtern*

- Collaborated remotely with a 7-person team to develop the Indiana Prosecutor Case Management System website.
- Engaged in professional development, civic engagement, and networking events as a TechPoint Xtern.
- Implemented quality-of-life features that effectively reduced customer service requests by hundreds, enhancing overall user and developer experiences.
- Utilized React/Node.js for frontend development, PHP for backend development, and MySQL databases for seamless integration.

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

**Sept 2020-July 2023**

*Luddy Student Engagement, Community Outreach Intern*

- Collaborated with a student-led committee to enhance student engagement and promote success throughout Luddy by organizing various events and opportunities for networking and involvement.
- Coordinated and managed events successfully with 200+ students and families in attendance.
- Led the student outreach division of the Luddy Student Engagement organization.
- Directed and managed Luddy Saturdays, a fun youth outreach program designed to introduce students to tech through block-based programming and encouragement from mentors.
- Engaged Luddy students in community service by recruiting them to volunteer in outreach events across Monroe County.
- Trained 15+ volunteers on lesson materials and educational tools to ensure excellent performance at our events.
- Served and impacted the lives of 70+ students and families from 1<sup>st</sup> to 7<sup>th</sup> grade within the Bloomington community.

## PROJECTS

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**GWD Resource Repository**

**May 2023-July 2023**

- Created a public repository of resources to assist future Bloomington youth web design and development outreach programs.
- Designed numerous HTML/CSS code snippets to show different styling options.
- Provided instructions for utilizing repository resources and other web development resources to assist users.

**Medflow**

**Feb 2023-Mar 2023**

- Developed a functional prototype of a medicine and water dispenser for children and elderly, utilizing Arduino technology.
- Collaborated closely with the project manager in developing the codebase and implementing the electrical wiring.
- Constructed using ultrasonic sensors, 3D printed containers, a servo motor, a water pump, etc to ensure optimal performance.

**PyBot**

**Feb 2023-Mar 2023**

- Developed a Discord chatbot with features including OpenAI text and image generation, unit conversion, and more.

- Demonstrated generative text and image AIs to attendees the Indiana Pacers STEM Fest 2023 in Indianapolis.
- Utilized Python3 and the Discord.py API wrapper library for efficient development.

## YouTube Kid Controller

Jan 2023-Feb 2023

- Developed a prototype of a desktop YouTube controller designed for children, utilizing Arduino technology.
- Collaborated with fellow designers and built prototype using LEGO, specifically crafting the controller's buttons and shape.
- Implemented codebase and assisted with recording material for the video demonstration.

## Personal Website

Sept 2022-Ongoing

- Continuously developing a personal website to showcase my education, projects, and personal story.
- Implementing a responsive design and key sections such as a project portfolio board and college semester summaries.
- Utilizing React/Node.js for efficient page loading and component structure and TypeScript for improved code quality.

## Cordiall.gg

Feb 2022-May 2022

- Designed a robust framework for a website dedicated to delivering comprehensive information on accessibility options available in specific videos, catering specifically to the requirements of disabled individuals and competitive gamers.
- Led a team of four students in the design of the Figma prototype, effectively coordinating efforts to ensure the timely achievement of the project's accessibility objectives and deadlines.
- Conducted in-depth interviews and rigorous usability tests to gain valuable insights into our target audience's needs, while also validating the efficacy of our design choices.

## Brainstorm

Sept 2021-Dec 2021

*Full Stack Web Developer, Project Manager*

- Developed a highly interactive web-based learning management system (LMS) application with a strong emphasis on gamified learning to enhance student engagement in grades K-8.
- Collaborated with a 4-person student team, employing Agile software development methodology across five two-week sprints to ensure efficient project execution.
- Utilized React/Node.js for frontend development, Java Spring Boot for backend development, and PostgreSQL databases for seamless integration.

## TECHNICAL SKILLS

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

**Database:** SQL, PostgreSQL, MySQL, MongoDB

**Web Dev:** Next.js, Node.js, React, TypeScript, JS, HTML/CSS

**Tools:** Git, GitHub, Jira, Unix, Figma