

# Clément LANDRIN

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## Engineering student specialized in 3D, UI and Data Science

Dynamic and passionate, I'm currently looking for an internship at the end of my engineering degree. My curiosity for interactive systems and 3D graphics computing always pushed me to get involved into projects outside of my school program.

### Hard skills

#### Programming languages

C++, Java, Swift, Python,  
Objective-C, Matlab, Prolog

#### Versioning control tool

Git

#### Game engines

Unreal Engine, Unity

#### Mobile development

Android Studio, XCode

#### Web development

HTML, CSS, JavaScript

### Professional experience and projects

C++ Programmer | **BFME:Reforged** | 2019 - Present

- Coding a non-commercial [game](#) with the Unreal Engine

Cleaning man | **Hotel in Japan** | July-September 2018

- Managing day-to-day hotel operations

3D Developer | **Télécom ParisTech** | 2018-2019

- Implementing a 3D rendering app with OpenGL 4

IOS and Android Developer | **Freelance** | 2017-2018

- Developing mobile applications on iOS and Android

Trainee | **Start-up SpeakShake** | 2017

- Managing IOS and Android development

### Languages

**French** Native speaker

**English** Fluent

**Japanese** Conversational

### Education

**Télécom ParisTech** | 2016 - Present

- 3D, Rendering and User Interface

**Prépa CPGE** in Aix-en-Provence | 2014 - 2016

**High school diploma with honors** in Avignon | 2014

### Information



35, rue Bossuet  
91 400 Orsay  
France



[LinkedIn Profile](#)



French driving license

### Hobbies

#### Music

Piano  
Guitar

**Track and field** including competitions

[Podium](#)