Clément LANDRIN

+336 30 03 03 05 clement.landrin@hotmail.fr

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

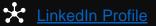
Web development HTML, CSS, JavaScript

Languages

French	Native speaker
English	Fluent
Japanese	Conversational

Information

35, rue Bossuet 91 400 Orsay France



French driving license

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.

Professional experience and projects

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

• Conding a non-commercial game with the Unreal Engine

Cleaning man | Hotel in Japan | July-September 2018

Managing day-to-day hotel operations

3D Developper | 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

Manageming IOS and Android development

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

Hobbies

Music Piano Guitar

Track and field including competitions
Podium