Alexandre Sparton

Computer Science Student - Amateur Game Developer

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Portfolio   https://asparton.github.io/

Skills

Programming languages

- **C++:** Intermediate
- **Java:** Intermediate
- **C#:** Beginner
- **Python:** Beginner
- **Bash:** Beginner

Game engines & Graphic libraries

- **Godot:** Intermediate
- **Unreal Engine 4:** Beginner
- **Unity:** Beginner
- **Pygame:** Beginner

Tools

- **Git**
- **Visual Studio**
- **Intellisense**
- **VS Code**
- **NetBeans**
- **Google Test**

Languages

- **French:** Native
- **English:** Advanced (Cambridge Certificate B1 & TOEIC in preparation)
- **Spanish:** Beginner

Education

Computer Science Bachelor Degree (2020 - 2022): University of Bordeaux
- Relevant modules: Algorithms, Object Oriented Programming, Human Machine Interface Databases, System (Bash), Low-level Programming, Graphs, Web (front-end)…
- Follow the "International Study Path": some specific modules are taught in English (OOP, Graphs…)

High School Science Diploma - International section (2020): Bois d'Olive's High School (Reunion Island)
- High honours.
- French "baccalauréat" equivalent to A-Levels : Mathematics (A), Computer Science (A), English (A).

Academic and Personal Projects

Sorry Elisabeth: 2D point and click game in development (since January 2021)
- ➔ *C++*   - Chose C++ because of its high performance and to improve my skills in this language.
- ➔ *Godot*   - Character and animations personally designed in pixel art with the software *Aesprite*.
-    - Work in collaboration with a designer friend to publish a playable version this year.

Game Jam (theme : Stronger Together): 2D puzzle game in cooperation, developed in a 3 people team (12h)
- ➔ *C#*   - Discovered and learned both the engine and the programming language during this event.
- ➔ *Unity*   - 2 playable levels made in less than 12 hours including brainstorming phase and team management.

Retro 1010!: 2D arcade game inspired by *1010!* (~ 80h)
- ➔ *Pygame*   - Developed alone all parts of the game including the sound system and the texture design.

Towa: Board game developed in class (~ 100h)
- ➔ *Java*   - Developed the player actions and their consequences on the actual game.
-    - Developed an AI (expert system) to act as a player.

Portfolio: Personal website hosted on GitHub (~20h)
- ➔ *HTML/CSS*   - Created my own responsive website without using any 3rd party library

Game Combat Demo: 3D combat system in development
- ➔ *C++*   - Personal project to learn about 3D gameplay features development.
- ➔ *Unreal Engine 4*

About me

- ➔ Interested in new technologies and independent video games.
- ➔ Participate to meetups sometimes international concerning the video game industry.
- ➔ Communication manager of the Computer Science University's student association of Bordeaux.
- ➔ Multiples titles in squash at national and regional levels. Participate in competitions regularly.
- ➔ Passionate about personal development and communication, favorite book: *Unlimited Power, Anthony Robbins.*