

# 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++/Godot**
- Chose C++ because of its high performance and to improve my skills in this language.
  - 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#/Unity**
- Discovered and learned both the engine and the programming language during this event.
  - 2 playable levels made in less than 12 hours including brainstorming phase and team management.

**Retro 1010!: 2D arcade game inspired by 1010! (~ 80h)**



- **Python/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++/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.