



ALEXIS DE CAZENOVE

FLUENT IN FRENCH, ENGLISH AND DUTCH
2ND YEAR GAME DESIGN STUDENT

INFO & CONTACT

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Nationality: French

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Scan this QR code or check out my portfolio at:

alexisdecazenove.com

LANGUAGES

- English: Fluent
- French: Fluent
- Dutch: Proficient
- Spanish: Novice

PERSONAL SKILLS

- Creative spirit
- Collaborative
- Fast learner
- Proactive

PROFESSIONAL SKILLS

- Project management
- Team management
- Communication skills

SOFTWARE PROFICIENCIES

- Microsoft Word, Excel and PowerPoint
- Unity
- Figma

CODE LANGUAGES

- HTML
- CSS
- JavaScript
- C#
- Java

PROFILE

As the 2nd year of my Bachelor in Creative Media & Game Technologies comes to an end, I'm looking for an internship starting in September in the field of game design to apply the skills and knowledge I've acquired so far. I'm not only looking for a place which will help me develop my skills in mechanics and level design further, but also a place where I can use my creativity to innovate and think outside the box.

EDUCATION

2ND YEAR BACHELOR IN CREATIVE MEDIA & GAME TECHNOLOGIES

Saxion University of Applied Sciences, Enschede, Netherlands | 2021 - 2025

2nd Year Projects:

- Multidisciplinary team management and coordination. Leading meetings, responsible for task division and sprint planning
- Game mechanics design. Developing game mechanics that achieve the desired outcome by conceptualizing, prototyping and testing.
- Level design. Creating level layouts that fit the theme of the level and build on the mechanics of the specific level.

Project Dreamland Journey 8 Weeks

Open world game for 6-8 year old children about managing emotions.

Project Barn Brawl 3 Weeks

AR mobile phone game where 2 players face off in a turn-based, tactical battle.

Project EarthShaper 3 Weeks

Rogue-lite inspired, mobile phone game about terraforming procedurally generated planets.

Project Bullied 3 Weeks

Short narrative game about bullying which tries to emulate the feeling of getting bullied.

1st Year Projects:

- Learned about my role and purpose inside of a multidisciplinary team consisting of engineers, designers and artists.

Project Final Approach 2 Weeks

Educational puzzle game about combining molecules.

Project Streak 2 Weeks

Fast-paced, arcade platformer where the player has to survive a hord of robots.

Project Bitten 2 Weeks

Point and click puzzle game about a recently bitten vampire who seeks to escape the cave they have been trapped in.

Project CyberHeist 2 Weeks

Cyberpunk, board game where players must steal as much money as possible without getting spotted by the security spotlight

2ND YEAR BACHELOR IN INDUSTRIAL DESIGN

Technical University of Eindhoven, Eindhoven, Netherlands | 2019 - 2021

DIPLOMA FOR STUDENT ENTREPRENEURS

University of Cergy-Pontoise, Cergy, France | Jan - June 2019

INTERNATIONAL BACCALAUREATE DIPLOMA

Major subject in Design and Technology

International School of Stavanger, Stavanger, Norway | 2016 - 2018

PROFESSIONAL EXPERIENCE

INTERNSHIP DIAM FRANCE

,Les Mureaux, France | Feb 2019 - June 2019

Worked with the prototyping department designing their installation for client demonstrations and helped them with the conceiving of their prototypes.

AWARDS

WINNER OF THE EXXON MOBIL SCI-TECH CHALLENGE 2017

Stavanger, Norway | 2017

The challenge involved designing as a team a solution to CO2 emissions from cars and pitching it in front of the hundreds of other contestants on the same day.

VOLUNTEERING

SCHOOL FOR LIFE

Chiang Mai, Thailand | 2015

After having visited the orphanage in Thailand, the goal of this organization was to raise funds for the orphans which involved working together with the other volunteers to create interesting fund raisers..

CAMEROON SERVICE PROJECT

Stavanger, Norway | 2016 - 2018

CSP was about raising funds for a specific village in Cameroon, where an old student from my school came from, to provide them with better infrastructure.