

# ALEXIS DE CAZENOVE

## GAME DESIGN STUDENT



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portfolio at:

[alexisdecazenove.com](https://alexisdecazenove.com)

### INFO & CONTACT

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Nationality: French  
Date of birth: 22-08-1999

Olympiaplein 83-4  
1077CS Amsterdam, Netherlands

### LANGUAGES

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

### PERSONAL SKILLS

- Creative spirit
- Reliable and professional
- Team player
- Fast learner
- Engaged
- Energetic

### PROFESSIONAL SKILLS

- Project management
- Team management
- Communication skills
- Collaborative nature

### SOFTWARE PROFICIENCIES

- Microsoft Word, Excel and PowerPoint
- Unity
- Figma

### CODE LANGUAGES

- HTML
- CSS
- JavaScript
- C#
- Java

### PROFILE

I'm a creative, fast learner with a multicultural background looking to find new approaches wherever I work. I'm constantly looking to improve myself and help those around me do the same. Wherever i work, I strive to give the client the best experience whether through design or service.

### EDUCATION

#### 2ND YEAR BACHELOR IN CREATIVE MEDIA & GAME TECHNOLOGIES

Saxion University, Enschede, Netherlands | 2021 - 2025

##### Project ShowOff

8 Weeks

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

- 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 Barn Brawl

3 Weeks

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

- Team management and coordination.
- Developed the game mechanics through testing and adjusting multiple aspects of the game with the aim to create a deep and strategic game flow.

##### Project EarthShaper

3 Weeks

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

- Team management and coordination.
- Market research and cost calculations. Researched the potential marketability of the concept and calculated costs for production.
- Developed the game mechanics by researching the terraforming process and adapting it into an engaging and fast paced game loop.

##### Project Bullied

3 Weeks

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

- Team management and coordination.
- Extensively researched the topic of bullying to understand the core experiences of a bullying victim.
- Designed and developed the game mechanics with the aim to reflect the experiences of a bullying victim based on the research.

### **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

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## **PROFESSIONAL EXPERIENCE**

### **JOB**

Albert Heijn, Netherlands | May 2021- Aug 2021

Worked on various projects with the use of digital machinery.

### **INTERNSHIP**

DIAM France, Les Mureaux, France | Feb 2019 - June 2019

Worked with the prototyping department and helped them with the conceiving of their prototypes.

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## **AWARDS**

### **WINNER OF THE EXXON MOBIL SCI-TECH CHALLENGE 2017**

Stavanger, Norway | 2017

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## **VOLUNTEERING**

### **SCHOOL FOR LIFE**

Chiang Mai, Thailand | 2015

### **CAMEROON SERVICE PROJECT**

Stavanger, Norway | 2016 - 2018