



INFO & CONTACT

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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

SOFT SKILLS

- Creative spirit
- Collaborative
- Fast learner
- Proactive
- Communicative

PROFESSIONAL SKILLS

- Project management
- Team management
- Communication skills

SOFTWARE PROFICIENCIES

- Unity
- Figma
- Github
- Jira

CODE LANGUAGES

- HTML
- CSS
- JavaScript
- C#
- Java

ALEXIS DE CAZENOVE

3RD YEAR GAME DESIGN STUDENT WITH
MULTICULTURAL BACKGROUND

PROFILE

As the 2nd semester of my 3rd year in Creative Media & Game Technologies begins, I'm looking for an [internship](#) starting in February [2024](#) and lasting [20 weeks](#) 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.

PROFESSIONAL EXPERIENCE

INTERNSHIP QA VERTIGO GAMES

Amsterdam, Netherlands | Sep 2023 - Feb 2024

Working with the QA team at Vertigo Studios Amsterdam on playtesting their upcoming VR game and reporting any unknown and unintended behaviours back to the development team.

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.

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 with engineers, designers and artists. 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

[Arcade](#), [minigames](#), [Open world game](#) for 6-8 year old children about managing emotions.

Project Barn Brawl 3 Weeks

[Augmented Reality](#) 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

[Serious 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

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.