



ALEXIS DE CAZENOVE

4TH YEAR GAME DESIGN STUDENT WITH
MULTICULTURAL BACKGROUND

INFO & CONTACT

+31 06 83 20 77 65
alexisdecazenove@gmail.com

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

Olympiaplein 83-4
1077CS Amsterdam, Netherlands

LANGUAGES

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

SOFT SKILLS

- Creative spirit
- Collaborative
- Fast learning
- Proactive
- Communicative
- Problem solver

PROFESSIONAL SKILLS

- Project management
- Team management
- Communication skills

SOFTWARE PROFICIENCIES

- Unity
- Figma
- Github
- Jira

CODE LANGUAGES

- HTML
- CSS
- JavaScript
- C#
- Java

PROFILE

As a fourth-year Game Design student with a multicultural background and a strong foundation in creative media, I bring a diverse set of skills and experiences to the table. With hands-on involvement in various game development projects, I have honed my abilities in game mechanics design, level design, and multidisciplinary team management. I am passionate about leveraging my creativity, technical skills, and collaborative spirit to create engaging and impactful gaming experiences.

PROFESSIONAL EXPERIENCE

INTERNSHIP GAME DESIGN THALES NEDERLAND

Hengelo, Netherlands | Feb 2024 - July 2024

Worked on the development of a naval warfare video game aimed at introducing new employees and students to the importance of radars in naval warfare. My contribution was focused on improving the player experience through my game design skills.

INTERNSHIP QUALITY ASSURANCE 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.

EDUCATION

4TH 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.