

ALEXIS DE CAZENOVE

GAME DESIGN STUDENT

INFO & CONTACT

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

Olympiaplein 83-4
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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

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.

AWARDS

WINNER OF THE EXXON MOBIL SCI-TECH CHALLENGE 2017

Stavanger, Norway | 2017

VOLUNTEERING

SCHOOL FOR LIFE

Chiang Mai, Thailand | 2015

CAMEROON SERVICE PROJECT

Stavanger, Norway | 2016 - 2018