

## Summary

### ALEXIS DUCLAUX

Technical game designer specialized in scripting, prototyping features and implementing assets inside various game engines such as Unity, Godot and Unreal Engine 5.

- Creative problem solving
- Quickly adapts and learns
- Analytical
- Team player

### INTERESTS

Video games  
Board games  
Writing (novels and short stories)  
Movies  
Comics  
Podcasting (writing, voicing and editing)

### ENGINE SKILLS



### PROGRAMMING SKILLS



### GRAPHICS SKILLS



### LANGUAGES



## Professional Experience

### PRODUCT OWNER

2022 - 2023

Genvid Technologies, Montreal, Canada

- Product Owner of an SDK used to integrate and manage streaming data through Unity and Unreal.
- Delegate tasks to the 7 members of the programming team and provide counsel on all aspects of the project.
- Own the product and define the path for the future.
- Oversee user experience for the product.

### PRODUCT MANAGER - GAMING

2019 - 2022

ToonBoom Animation, Montreal, Canada

- Product Owner of an SDK used to integrate and manage 2D assets and animation data inside of Unity.
- Work and script inside Unity to help customers bring our solution to the Engine.
- Communicate with R&D to prototype new features and push them into fully-fledged ones.
- Design user experiences for Unity.

### TECHNICAL SUPPORT SPECIALIST

2014 - 2019

Genvid Technologies, Montreal, Canada

- Communicate with clients to fix their issues.
- Script complex routines using the internal API (Js) or Python.
- Deploy our softwares and solutions on a wide range of computer OS.

### INTERNSHIP : JUNIOR GAME DESIGNER

2012

InFusio, Cenon, France

- Designed two mobile games from preproduction to shipping.
- Design and document new and fun ideas to mix existing genres.
- Communicate with the other teams (Art, Programming) to ensure everyone is on the same page.
- Design new interfaces and control schemes.

## Awards

### GAME JAMS

As a game jam veteran of more than 12 years, I try to participate in at least one game jam a year (Global Game Jam, Alakajam, Game Dev Party, etc...). I often take the role of a Technical Game Designer and UI/UX Designer/Programmer.

My teams' games have been met with enthusiasm and some have even won awards.

- **"Montreal Global Game Jam 2020"**  
Special Mention - How much control do we have over what we wish for? - An honest Game
- **"Montreal Global Game Jam 2019"**  
Jury's favorite - Top Dawg
- **"Montreal Global Game Jam 2017"**  
Jury's favorite - Spacefleet : The voyages of the USS Moses
- **"Montreal Independant Game Festival 2015"**  
Best Game Design - Proximity
- **"Montreal Global Game Jam 2015"**  
Jury's favorite - Proximity

## Education

### UNIVERSITY DEGREE IN LEVEL DESIGN

2013 - 2014

Lyon 2 : Gamagora, Lyon, France

University degree focused on Level Design. Final project created in Unity and released on the Google Play Store.

### COLLEGE DEGREE IN GAME DESIGN

2008 - 2011

Aries, Lyon, France

Three year degree focused on Game Design with Level Design classes. Final project created in Unity.