ALIX BARREAUX

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PROFIL

QA Engineer specialized in test automation, with 1.5 years of SDET experience (web automated testing, CI/CD) and gameplay testing (Godot + GDUnit4).
years of game development experience with Godot Engine. Credited in *Stronghold Crusader: Definitive Edition* for open-source contributions.
Goal: Combine my QA and development skills to support a game studio and grow toward QA Automation / SDET roles.

EXPÉRIENCE

Game Developer (Projects & Game Jams) – 2019–2025

- Participated in 10+ game jams: led international teams using SCRUM/Kanban methodologies and delivered complete games.
- Designed and developed finished games (Pac-Man clone, simplified FPS, AI Tic-Tac-Toe, etc.).
- Built multiplayer prototypes (dedicated servers, peer-to-peer, survival).
- Credited in *Stronghold Crusader: Definitive Edition* for open-source translation work (GitHub PRs).
- Worked on internationalization systems (GetText, Poedit, multilingual UI / voice support).

QA Automation Engineer (Apprenticeship) – 2022–2023

- Designed and maintained a suite of 100+ end-to-end tests using Cypress.
- Built a Playwright proof of concept for cross-browser E2E testing.
- Recruited and coordinated freelance QA testers.
- Communicated test plans and results to the CTO.

Service Civique – Développeur Web & Communication – 2018

- Built and managed a website (Wix + blog).
- Handled public communication and workshop coordination.
- Assisted with field operations and production tasks.

SKILLS

- **QA & Testing:** Cypress (advanced), GDUnit4 (Godot automated testing), Playwright (PoC cross-browser), manual & automated test case design and execution.
- **Game Development:** Godot Engine (2D/3D, GDScript), multiplayer prototyping, gameplay / UI design.
- **CI/CD & DevOps:** Git, GitHub, GitHub Actions, Docker, basic Nix, Woodpecker CI.
- **Collaboration:** GitHub PRs and forks, agile workflow (SCRUM/Kanban, Taiga).
- **Languages:** French (Native), English (Fluent), German (Basic), Spanish (Basic).

EDUCATION

- Bachelor's - Application Developer/Designer (2022-2023).
- BTS SIO / Associate Degree level in IT (2015-2017).
- Continuous self-training in QA, development & DevOps (2019–présent).