LUCAS ALEXANDRE
- LEVEL DESIGNER -

📞 +33 6 66 25 31 97

✉ lucas_alexandre@outlook.fr

🖱 https://chouquettecosmique.github.io/

EXPERIENCE

CURRENT POSITION
Level Designer - The Sandbox (Lyon)
The Sandbox - GaaS/UGC game on PC
- Game Design, Pre-production, Layout, Blockout, Programming the level's logic and ensuring its overall quality
- Early prototypes with upcoming features, design & ux feedbacks with the whole team
- Concept proposal to IP owner, validation meetings on a regular basis, showcase events

DECEMBER 2019 - JUNE 2022
Level Designer - Enodo Games (Nice)
The Architect: Paris - Shiped on PC
- Level design using 3dsMax, Photoshop, Unity and in-house tools on "**The Architect: Paris**"
  - Realization of the level design of Paris at 1/1 scale
  - Level building
  - Gamification of the city layout
  - Creation and integration of the traffic system
  - Integration of data in engine in connection with the artists
  - Self-testing and feature integration on project
  - Additional gameplay loop
- Development Tests : Manual testing, PR review and delivery test
- Level Design Pre-production and tests on an unannounced project

MARCH TO SEPTEMBER 2019
Mixed Reality consultant - Actimage (Paris)
3d graphics, rendering, Unity integration, base programming, game-design & project management on 2 shiped **HoloLens** projects: "**Notre-Dame de Paris: Interactive model**" & Hol'Autisme's "**Pop Balloons**"

APRIL TO JUNE 2018
Game Designer & 3D Graphics - Payoff Technologies (Lyon)
Game-design & 3d props environnement on 2 virtual reality games, "**Robotic Asylum**" & "**Paint It VR**"

EDUCATION

2017 - 2019
MASTER - PROJECTS MANAGEMENT
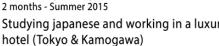**VIDEO GAME SPECIALIZED**

Polytech-Nice Sophia, Cannes

2016 - 2017
PROFESSIONAL DEGREE
CONCEPTION INTEGRATION WEB & MOBILE

Université Paris XIII, Campus de Bobigny

OTHER

Internship in Japan
2 months - Summer 2015
Studying japanese and working in a luxury hotel (Tokyo & Kamogawa)

Customer advisor
Paris Games Week 2016
Promoting & sellings books on video game field

MAIN SKILLS

- **Level Design**
- **QA**
- **Integration**
- **VR/AR/MR**
- **Rendering**
- **Graphic optimisation**

- **3ds Max**
- **Substance Painter**
- **Adobe Photoshop**
- **Unity, Unreal Engine**
- **Jira, Mantis, Redmine**

- **Project management**
- **Agile methods**
- **Call for tenders**
- **Technical background**

LANGUAGES

✓ French
Native speaker

✓ English
Advanced (CEFR: C1)

✓ Japanese
Basics

HOBBIES

Video games

Travelling

New technologies

Cooking