

LUCAS ALEXANDRE

LEVEL DESIGNER -



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EXPERIENCE

DECEMBER 2019 - CURRENT

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
 - Reshape of the city layout according to game specifications
 - 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, delivery test and test automation

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

2014 - 2016

BTEC - Multimédia & Internet professions

Université Paris-Est Marne-La-Vallée, Meaux



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
- Japanese **Basics**



HOBBIES







Video games









