



LUCAS ALEXANDRE

- LEVEL DESIGNER -

+33 6 95 29 06 28

lucas_alexandre@outlook.fr

http://lucasalexandre.pe.hu



EXPERIENCE

CURRENT POSITION

Level Designer - The Sandbox (Lyon)

- 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

DECEMBER 2019 - JUNE 2022

Level Designer - Enodo Games (Nice)

The Architect: Paris - Shipped 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 shipped **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 & selling 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



Travel



New technologies



Cooking