



Lucas ALEXANDRE

Game Design & 3D Graphics



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WHO AM I ?

With my multitask professional profile I can work on game design through GDD, level design, narrative design and prototyping. I'm also able to take part on 3D tasks with modeling, cut UVs, textures and work on engine either with optimisation, shaders, rendering or lighting.



EXPERIENCE

MARCH TO SEPTEMBER 2019

Mixed Reality consultant - Actimage (BU 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 - RealityZ (Lyon)

Game-design & 3d props environnement on 2 virtual reality games, Robotic Asylum & Paint It VR

MARCH TO JUNE 2017

Project Chief Assistant - CNFCE (Paris)

Front-end, infographics, web writing



STUDENT PROJECTS

2018 - 2019

Projet : SPECTRES

VIRTUAL REALITY VIDEO GAME WITH UNITY
Project management, Graphics, Game Design

2017 - 2018

Bushidon't

2.5D VIDEO GAME WITH UNITY
3D Graphics, LD/GD, Communication



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 & selling books on video game field



MAIN SKILLS

- MULTIMÉDIA & INTERNET -

Adobe Suite

Bootstrap
framework

OfficeSuite

HTML/CSS

CM

CMS

SEO

- VIDEO GAME -

Game Design

Substance
Painter

Project
management

Video game
Knowledge

3dsMax

Unity

Integration

Optimisation

Shader

Rendering



LANGUAGES



French
Native speaker



English
Advanced



Japanese
Basics



HOBBIES



Cinema



Travel



Video Game