LUCAS ALEXANDRE
- LEVEL DESIGNER -

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https://chouquettecosmique.github.io/

+5 YEARS OF EXPERIENCE

APRIL 2023 - OCTOBER 2025

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, nearly 15 experiences shipped
- 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 of approx. 35 districts using 3dsMax, Photoshop, Unity and in-house tools on "**The Architect: Paris**"
  - Realization of the Level Design & Level Building of Paris at 1/1 scale
  - 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

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

Softwares
- **3ds Max**
- **Adobe Suite**
- **Unity, Unreal Engine**
- **Jira, Mantis, Redmine**

Soft Skills
- **Problem Solver**
- **Team Player**

LANGUAGES

French
Native speaker

English
Advanced (CEFR: C1)

Japanese
Basics

HOBBIES

Video games   Travelling

New technologies   Cooking