Alexys **Dussier**

ENGINEERING STUDENT · FUTURE GAME DESIGNER

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"A good idea is something that does not solve just one problem, but rather can solve multiple problems at once."
Shigeru Miyamoto

Current Situation

ENSEEIHT(National Polytecnic School of Electrotechnic, Electronics, Computing, Hydraulics and Telecommunications) | *Toulouse, France*

FORMATION IN COMPUTER SCIENCE AND APPLIED MATHEMATICS | *Sep. 2016 - PRESENT*

- Mastering of several languages of programming : C, C++, System, Java, Python, Caml, Matlab, Fortran, Ada, Script Shell

Experience

Leading and Managing a RogeLike Video Game project | *Toulouse, France*

ENSEEIHT : FINAL PROJECT IN A TEAM OF 6 PERSONS | *Feb. 2017 - May. 2017*

- Leading and Managing skills in a small team
- Design of the entire architecture of a Video Game

Full autonomous work about the Graph Theory | *Toulouse, France*

PREPARATORY SCHOOL | *Sep. 2014 - Jun. 2016*

- Discovering of fondamental graph algorithms

In charge of Board Games at the Game Club of ENSEEIHT | *Toulouse, France*

ENSEEIHT | *Sep. 2016 - Sep. 2018*

- Improvement of my knowledge of board games

IconRush 2 : My first Video Game ! | *Toulouse, France*

CREATION, DEVELOPMENT, AND CODING | *Sep. 2013 - Feb. 2014*

- Developping a long project in autonomy
- Mastering of language C, and SDL library
- Work of organization, of forecast and anticipation

Graphic Engine for a 2D isometric game | *Toulouse, France*

CREATION, DEVELOPMENT, AND CODING | *Sep. 2015 - Mar. 2015*

- Learning of the method of the refining: divide a major problem into multiple sub-problems

RagnArcane : My first Card Game ! | *Toulouse, France*

CREATION, DEVELOPMENT, TESTS AND MANUFACTURING | *Oct. 2015 - PRESENT*

- Raising awareness to the balancing skill and to the design skill

Self-Learning in Game Design | *Toulouse, France*

MOOCS ON edX AND COURSERA | *May 2017 - PRESENT*

- Better understanding of games and acquisition of the point of view of the Game Designer

Game Jam | *Toulouse, France*

DESIGN OF A GAME FROM START TO END | *Apr. 2017*

- I learnt how to express completely a precise theme through the experience engendered by the gameplay

StarCraft 2 : One of the hardest competitive video games | *Toulouse, France*

REACHING THE PRO LEVEL : MASTER | *May 2011 - Jun. 2013*

- Never give up, always question myself, analyze each of my choices, and finally progressing by analyzing each detail

Education

ENSEEIHT(National Polytecnic School of Electrotechnic, Electronics, Computing, Hydraulics and Telecommunications)

Toulouse, France

FORMATION IN COMPUTER SCIENCE AND APPLIED MATHEMATICS

Sep. 2016 - PRESENT

- Realization of various projects (Akari, Marienbad, Power 4, Processor, Shell, Chat, Big Data, RogueLike), alone and with a team

Pierre de Fermat High School

Toulouse, France

PREPARATORY SCHOOL

Sep. 2014 - Jun. 2016

- It teached me sens of duty, rigor, how to deal with stressfull situations, and the importance of team-work
- It awoke my thirst for knowledge, especially in scientific disciplines

High School of Toulouse-Lautrec

Toulouse, France

GO CLUB AND SCIENTIFIC CLUB

Oct. 2011 - Jun. 2014

- Creation and management of a Go Club for 3 years
- Scientific Club : work about Graph Theory