

Alexys Dussier

DDJV, Graduate Student Engineer, Programmer, Game Designer LvL 1

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

Contact

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Languages

French: native
English: bilingual
Japanese: beginner

Hobbies

Magic The Gathering
Competitive play for 10 years
Tournament each week

Six beat Rock
Each week for a year

Go
Creation and management of a
club at high school

Favorite Games
StarCraft 2
rank: Master
HearthStone
rank: Legend
Ori and the Blind Forest
Spelunky

Soft Skills

Critical thinker
Autonomous
Ambitious
Empathetic
Pragmatic

About Me

I am looking for a job in Symbolic AI in video games or Machine Learning in any field.
I am an IT graduate student engineer passionate about designing and creating games and efficient AI algorithms. My dreams are to create the next generation gaming experience and to participate in the search for a Strong AI.

Education

- 2018 - 2019 **DDJV** Degree in Video Game Development Double Degree in Canada
University de Sherbrooke in Montréal
- 2016 - 2018 **INP-ENSEEIH**T Computer Science & Applied Mathematics Engineering School
National Polytechnic School of Electrotechnic, Electronics, Computing, Hydraulics and Telecommunications
- 2014 - 2016 **Pierre de Fermat** Mathematics & Physics Preparatory Course
Majoring in Computer Science
- 2011 - 2014 **Toulouse Lautrec** Scientific Diploma Secondary School
With Honors

School Projects

- Winter 2019 **3D Third Person Game** TPS asymmetric online videogame Unreal Developer
4 months in a team of 7 to develop an entire video game with agile methods C++, Unreal, Agile Methods, Object-Oriented Programming, Networking, Real-time systems, Symbolic AI (Squads), Data-Driven Gameplay
- Autumn 2018 **AIBootCamp** Game AI Programming Challenge C++ Developer
Experiencing and solving for 3 months all the issues of Symbolic AI in video games C++, Symbolic AI, Agile Methods, Pathfinding (with doors!), Cooperative Agents, 5ms constraint, Parallel systems
- Summer 2018 **Immersive Factory** Internship in a VR compagny Unity Developer
Experiencing for 3 months the video game company workflow C, Unity, Virtual Reality, Level Design, Continuous Development, Unity Web Request
- 2017 - 2018 **ENSEEIH**T projects - **Multimedia** Coding in small teams Matlab Developer
Tensorial surfaces, Principal component analysis, Face Recognition, Denoising, Inpainting, Segmentation by classification, Variational Methods, Data Reduction, Object Detection, Image Recovery Using Scrum, Agile methodologies
- 2016 - 2017 **ENSEEIH**T projects - **General** Coding in small teams Java Developer
Object-Oriented programming, Web Development, Digital Optimization, Probability and statistics, Differential Calculus, Linear Algebra, Parallel Systems, Graph Theory, Database Using Scrum, Agile methodologies

July 2017	IncubWeb Internship in a Web Developing Company <i>HTML, CSS, PHP</i>	Web Developer
May 2017	RogueLike Game Leading and Managing a 6 persons team <i>Java, Architecture Design, Proceural Level Generator</i>	Java Developer
Oct. 2016	Carbon Literacy Project Developed carbon literacy awareness <i>Official certificate</i>	Online training

Personal Projects

June 2019	Machine Learning Course Online formation in Machine Learning <i>Python, Tensorflow, DNN, CNN, RNN</i>	Formation
May 2019	Google Cloud OnBoard Formation in Cloud Computing Services <i>Machine Learning, Scalability, Cloud</i>	Formation
March 2019	Google Code Jam Participating in 2 Code Jam <i>Almost reaching round 2!</i> <i>C++, Dynamic Programming, Knapsack problem, Optimizations, Bit shifting</i>	Coding Competition
October 2018	HadokeMDP Reinforcement Learning AI on StreetFighter Bot <i>Reinforcement Learning, Q-Learning, Unity</i>	Unity Developer
March 2019	Game Jam Designing, Developing, Not sleeping <i>2D Game, Unity, 48h programming</i>	Unity Developer
2018 - 2019	Personal WebSite Developing, Used to present my projects <i>HTML, CSS, PHP, BootStrap</i>	Web Developer
August 2018	Game Jam Designing, Developing <i>Virtual Reality Game, Unity, Pair Programming</i>	Unity Developer
Summer 2018	3D Parkour Game 3D platforming video game project <i>Complex movement gameplay system, Unity, Architecture Design, Oriented-Object Programming</i>	Unity Developer
March 2018	Card Game Designing, Developing, Manufacturing <i>Deck Building Card Game, Testing, Balancing, Iterating</i>	Card Game Designer
February 2017	Clicker Game Designing, Developing, Coding <i>Skinner effect, Pair Programming, Slick2D</i>	Java Developer
January 2017	Game Jam Designing, Developing <i>2D Game, Unity, 48h programming</i>	Unity Developer
2015-2017	Card Game Designing, Developing, Manufacturing <i>Testing, Balancing, Iterating</i>	Card Game Designer
2015	2D Parkour Video Game Designing, Developing, Coding <i>2D Graphic Isometric Engine, C</i>	C & SDL Developer
2013	Icon Rush 2 Designing, Developing, Coding <i>My First Video Game!</i>	C & SDL Developer