

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

## Personal Projects

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