

# Alexandre Gingras Trudeau

Game Designer

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## Profile

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Creative and detail-oriented game designer with a strong foundation in system design, Passionate about crafting immersive player experiences.

## Education

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### Université de Montréal

DESS in Game Design - May 2025  
*Learned the fundamentals of Game Design*

### Université de Montréal

Bachelor's in Arts (Major in Video Games + Certificate in Digital Music) - May 2024  
*Blended video game theory with creative audio composition.*

### Cégep de l'Assomption

Diploma of College Studies in Social Science, Psychology Profile - May 2021  
*Explored human behavior and decision-making, enriching understanding of player motivation.*

### CFP des Riverains

Diploma of Vocational Studies in IT Support - January 2017  
*Gained strong technical troubleshooting skills and problem-solving mindset.*

## Work Experience

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### Forklift Operator

Learned the importance of efficiency and teamwork, skills now applied to collaborative game development projects.

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June 2016-January2025

## Skills

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### Game Design

- System design
- Prototyping (Unity)
- Audio Design (Wwise, Ableton Live)

### Technical

- Unity
- Adobe Suite
- Office Suite
- Wwise
- Ableton Live
- Notion
- C#

### Communication

- French
- English
- Idea Pitching
- Team Leadership

## Interests

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Music

Sports

Video Games