

Alexandre Gingras Trudeau

Game Designer

[Gingras25.github.io](https://github.com/Gingras25) • 438-492-4511 • alexandre.10@hotmail.fr

Profile

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

Education

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

Forklift Operator

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

Lavo
June 2016-January2025

Skills

Game Design

- System design
- Level 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

Music

Sports

Video Games