

ALIX HOTTELET
Brussels, Belgium
Game programmer
www.alixhottelet.com

+32 499 600 473
hottelet.alix@gmail.com

PROFILE

As a young programmer who believes in continuous learning, I am always looking for new experiences and challenges. Displaying great communication skills, I am able to truly listen and properly articulate any problem I may encounter. My experience in various types of media offers me much needed perspective when solving problems in the field of video games.

SKILLS

- Good knowledge of Unity 3D.
- C#, JavaScript, PHP, HTML, CSS programming. Good at adapting to other languages like Python or C++.
- Good knowledge of the Adobe Creative Suite : Photoshop, Illustrator, InDesign, AfterEffect, Premiere.
- Proficient in English and French for written and verbal communication.
- Great communication and organisational skills.
- Positive, problem-solving attitude.
- Good leadership skills.
- Self-taught.

PROFESSIONAL EXPERIENCE

Game Programmer - eXiin - Brussels, Belgium - November 2018 to September 2019

- Programmed and maintained code for the game Ary and The Secret of Seasons.
- I executed some generalist programming tasks such as bug solving. I implemented new mechanics and refactored legacy systems.
- I was responsible for the development of the quest and dialogue system. I also implemented and documented a suite of editor tools, which I designed to facilitate the creation of new quest content for anyone, regardless of their programming skills.
- I also created new concepts and integrated a large portion of the user interface.

Game Programming Internship - eXiin - Brussels, Belgium - July to August 2017

- Programmed and maintained code for the game Ary and The Secret of Seasons.
- During this two months internship, I created a bug-reporting tool. I developed a solution which would allow users to report Github issues from the editor or a build, and instantly upload a screenshot of the problem. This tool allowed team members across different studios to leave messages in the game and communicate about them.

Game Programming Internship - Fishing Cactus - Mons, Belgium - July to August 2017

- Programmed and maintained code for the game Algo Bot.
- This two months internship represents my first experience in a professional setting, after learning game development by myself for about six months.
- I contributed to the project by implementing some new mechanics within an existing system, following the pre-established design.
- I participated in the first phase of design and implementation of the dialogue system.

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VOLUNTEERING - OTHER EXPERIENCES

Marketing Assistant - Carimat Matériaux - Braine-le-Château, Belgium - July to August 2015

- Student Job
- Assisted in the task of creating graphic work for the company.
- Designed flyers, business cards and prepared logos for the printing process.
- Assisted in the conception of new advertising campaigns.

Collaboration Project North-South - Belgium - 2013

- 2 weeks.
- Hosting of the Burkinabé people we met the year before.
- Communication and cultural workshops on the subject of north-south collaboration.

Collaboration Project North-South - Burkina Faso - 2012

- 2 weeks.
- Planted trees to fight against desertification.
- Produced a documentary video.
- Exchange experience with young Burkinabé people.

International Volunteering Program - Tale Festival - Chiny, Belgium - 2011-2012-2013

- 3 x 2 weeks.
- Help with the set up of the tale festival.
- Hosting cultural shows on the local radio.

EDUCATION

Master's Degree Multimedia Arts - Institut des Arts de Diffusion - Louvain-la-Neuve, Belgium - 2013-2018

- First year of studying camera work, then four years studying multimedia arts, specialising in web design and programming.
- Received the Great Distinction.

Computer Graphics Certification - Athenée Royal d'Izel - Izel, Belgium - 2011-2013

- Two years studying computer graphics, including two internships in a professional setting.
- Basic Business Management Certification.
- Was chosen as "most deserving".