ALIX HOTTELET
Brussels, Belgium
Game developer
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PROFILE

Currently working as a game developper, I am passionate about story telling and creating memorable moments for players. This passion drives me to create flexible writing tools and to design meaningful content as a quest designer. I hope to put my diverse background to good use and contribute to more narrative design projects in the future.

SKILLS

- *Good knowledge of Unity 3D.*
- *Great scripting skills in any language, including C#, Javascript, Python and markup languages like Ink.*
- *Proficient in English and French for written and verbal communication.*
- *Great communication and organisational skills.*
- *Good public speaking skills, experience in acting.*
- *Positive, problem-solving attitude.*
- *Good leadership skills.*
- *Good knowledge of the Adobe Creative Suite : Photoshop, Illustrator, InDesign, AfterEffect, Premiere.*

PROFESSIONAL EXPERIENCE

Game Developer and Quest Designer - eXiin - Brussels, Belgium - November 2018 to September 2019
- *Responsible for quest design and dialogues on Ary and The Secret of Seasons, I worked in close collaboration with multiple writers to shape the content.*
- *I wrote all systems necessary to create quest interactions and dialogues in the game in C# code.*
- *I created and maintained story documents, giving appropriate feedback and notes, and worked to improve the overall player experience.*
- *I ensured communication among all departments so that the story would be carried throughout all aspects of the game.*
- *I designed and integrated parts of the user interface.*

Game Developer 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 message tool. I developed a solution which would allow users to leave messages in the game, from the editor or a build, and instantly upload it online with a screenshot. This tool allowed designers across different studios to communicate in the game about specific issues in the game world.*

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.*
- *As a developer, I still participated in every story meeting, giving my input on the overall story structure and game feel.*
- *I participated in the first phase of design and implementation of the dialogue system.*

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VOLUNTEERING - OTHER EXPERIENCES

Game Press Presentation - E3 - Los Angeles - June 2019
- *Presented a hands-off demo of Ary and The Secret of Seasons at the Modus booth.*
- *I was responsible for playing the demo for press, while telling them about the novelty mechanics shown in the demo, and give them an overview of what the game is really about.*
- *Participated in interviews and quick pitches to press and representatives of bigger corporations, such as Google and Microsoft.*

Game Pitch Presentation - E3 - Québec - April 2018
- *I received the opportunity to present my graduate work to representatives of the General Delegation Wallonia - Brussels in Québec.*

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 - Burkina Faso/Belgium - 2012-2013
- *2 x 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 and film, then four years studying multimedia arts (animation, special effects, storyboarding, directing and more). I specialised in web design and programming and pursued gaming because I wanted to make interactive stories.*
- *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. I did one month in a vintage print shop and one month in a local TV.*
- *Basic Business Management Certification.*
- *Was chosen as "most deserving".*