

Hi!

My name is Alexandre, and I am a computer engineer currently working in the video game industry since 2015.

I like all things related to low-level programming and understanding every bit of a program in order to make them perform better and fix any bugs that could arise.

I graduated from the European Institute of Technology of Lyon (EPITECH Lyon) in 2015, where I learnt basic computer science using several different programming languages, as well as systems administration (especially on UNIX systems).

My first work experiences were in web development, where I learnt how to program the backend of a sizeable video streaming platform, using tools like Symfony and a MySQL database, with Redis and Memcache to improve low-level performance, and highcharts.js to display user tracking data.

Later, after a year at the Université Laval in Quebec, I decided to specialize in 3D rendering software as it was a good match for my desire to get deeper low-level programming knowledge as well as understanding critical performance requirements of real-time rendering applications.

After graduation, I decided to enter the video game industry working for Arkane Studios, as video games is one of the biggest markets for 3D rendering and a very fun and creative field to work in.

Over the years, I had the opportunity to work with a variety of 2D and 3D game engines, both proprietary and open source, on either AAA or indie games. My main area of interest nowadays would be with Rendering, may it be about new graphics APIs (Vulkan is hard but awesome!) or innovative algorithms (DLSS is so impressive!).

A few years down the line, after 5 years working for AAA studios, I decided to pause my developer career for a moment in order to share my knowledge as a programming teacher.

However, I do not exclude joining the workforce again to work on some awesome projects! Do not hesitate to reach out to me! 😊