

# Alexandre Baron

Video game programmer

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## Experience

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- **Video Game Programming Teacher**  
*ISART Digital* September 2019–today
  - 2019: Teaching first-year programming lessons (OpenGL, OOP, Unity)
  - 2020: Teaching second-year programming lessons (Vulkan, Game Engine design, Unreal Engine)
  - Technologies: C++, C#, OpenGL, Vulkan, PhysX, Unreal Engine 4, Unity, Git, Perforce
- **Game Developer (Front Line Zero)**  
*MetaTek (remote side project)* November 2017–today
  - Freelance remote work from France on the **Front Line Zero** video game project
  - Gameplay programming, Linux server administration, game design, narrative design
  - Technologies: C++, Unreal Engine 4, Git, Windows, Linux
- **Game Engine Programmer (The Crew 2)**  
*Ubisoft Ivory Tower, Lyon, France* November 2016–July 2019
  - Game engine development, support and tooling for **The Crew 2** video game project
  - Programming and performance profiling on Xbox One and PlayStation 4 devkits
  - Technologies: C++, CMake, Perforce, Windows
- **Tools Programmer (Dishonored 2)**  
*Arkane Studios, Lyon, France* September 2014–August 2016
  - Maintenance and development of the Dishonored 2 game editor
  - Python data integrity check scripts using a SQLite database
  - SQL Server database administration and overhaul of companion REST web app
  - Technologies: C++, Python, C#, SQL Server, AngularJS, Perforce, Windows
- **Robotics Developer**  
*Metalab Reticular Art Center, Lyon, France* May 2013–August 2013
  - Supervision of the project's design documents and development of a first prototype
  - Programming of a Magabot robot for remote control over wireless devices
  - Technologies: Arduino C++, Python, Ubuntu Linux, Git
- **VTK C++ Programmer**  
*Orten, Lyon, France* November 2012–April 2013
  - Profiling and performance improvements of the company's medical 3D editor
  - Development of an open-source multi-texturing helper for the VTK 3D toolkit
  - Technologies: C++, VTK, SVN, Windows 7
- **Backend Programmer**  
*Hexaglobe, Paris, France* July 2011–December 2011
  - Development of a website analytics platform tracking advertising revenue and visitors geolocation
  - Technologies: PHP, Symfony, MySQL, jQuery, Ubuntu Linux, SVN

## Technical skills

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**Languages:** C/C++, Python, C#, Assembly

**Systems:** Windows, Linux (Debian based)

**Version control:** Git, Perforce, SVN

**Graphics:** OpenGL 4, Vulkan, DirectX 11

**Platforms:** PC, Durango, Orbis

**Game Engines:** UE4, Unity, RenPy, Void Studio, Dunia

## Education

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- **Master of Information Technology** 2010–2015  
*European Institute of Technology (EPITECH), Lyon, France*
- **Certificate in Information Technology** 2013–2014 (exchange year)  
*Université Laval, Québec, Canada*
- **TOEIC** 2013  
*Score: 970 / 990*