

# Alexandre Baron

Video Game Engineer

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## Experience

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- **Game Engine Programmer (unannounced project)**  
*Ubisoft, Montréal, QC, Canada* *September 2022–today*
  - Editor tools and game engine programming (multithreading, voxel engine, animation)
  - Build system design for cross-platform determinism (PS5/Xbox Series X/PC)
  - Perforce and GitLab maintenance
  - Code quality assessment using unit tests, linters, and documentation generators (Catch2, SonarQube, Doxygen)
  - Technologies: **C++**, **C#**, **Perforce**, **GitLab**, **Sharpmake**, **Clang**
- **Head of Game Programming Teaching**  
*ISART Digital, Montréal, QC, Canada* *September 2019–July 2022*
  - Teaching, grading and management for first and second year programming classes
  - Planning management, technical interviews for candidate educators
  - Technologies: **C++**, **C#**, **OpenGL**, **Vulkan**, **PhysX**, **Unreal Engine 4**, **Unity**, **Git**, **Perforce**
- **Principal Programmer**  
*Metatek, London, England (part-time, remote)* *November 2017–2021*
  - Freelance work on the UE4 video game project **Front Line Zero** (unreleased)
  - Gameplay programming, Linux server administration, game design, narrative design
  - Technologies: **C++**, **Unreal Engine 4**, **Git**, **Windows**, **Debian Linux**
- **Game Engine Programmer (The Crew 2)**  
*Ubisoft Ivory Tower, Lyon, France* *November 2016–July 2019*
  - Game engine development, support and tooling for the video game project **The Crew 2**
  - Programming and performance profiling on console development kits
  - Technologies: **C++**, **CMake**, **Perforce**, **Windows**, **XBox One**, **Playstation 4**
- **Tools Programmer (Dishonored 2)**  
*Arkane Studios, Lyon, France* *September 2014–August 2016*
  - Maintenance and development of tools for the video game project **Dishonored 2**
  - Automated data integrity checking tools (texel density), animation tools
  - SQL Server database administration and development of a 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++**, **Python**, **C#**, **Assembly**

**Platforms:** **PC** (Windows/Linux), **XBox Series X**, **Playstation**

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

**Graphics:** **OpenGL 4**, **Vulkan**, **DirectX 12**

**Softwares:** **Catch2**, **PhysX**, **Doxygen**, **CMake**, **FMOD**

**Game Engines:** **Unreal Engine**, **Unity**, **Void Engine**, **Dunia**, **Snowdrop**, **RenPy**

# 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
- Spoken languages
  - French (native), English (fluent), Spanish (comprehension), Persian (learning)