Alexandre Baron

Video game programmer

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Experience

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

Languages: **C/C++, Python**, C#, Assembly   **Graphics**: **OpenGL 4**, Vulkan, DirectX 11
Systems: **Windows**, Linux (Debian based)   **Platforms**: **PC**, Durango, Orbis
Version control: **Git**, Perforce, SVN   **Game Engines**: UE4, Unity, RenPy, Void Studio, Dunia

Education

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