

Alexandre Lacroix

+33 6 33 33 21 15

alacroix.dev.pro@gmail.com



ITCH:
creamos.itch.io/



PORTFOLIO:
creamos.github.io/



LINKEDIN:
www.linkedin.com/in/alexandre-lacroix-843016151/

STUDIES

le **cnam**
enjin

2022
2024

Angoulême

Master's Degree in Games &
Interactive Digital Media
Programmation Speciality

34**AXES**

2019
2022

Rennes

Degree in Video Games &
Interactive Devices Conception



Orléans

University Degree in Technology
- Informatic
Condensed Formation (1 year)

2018
2019



2016
2018

Rennes

University Degree in Technology
- Electric, Informatic &
Computing Engineering

EXPERIENCES

Summer 2021
Internship – 2 mois

FARSIGHT

Serious Games: prototyping, R&D and
feasibility study.

📍 Rennes



Summer 2018
Internship – 3 mois

QUART D'HEURE

Installation of interactive game rooms.
Setup of electric structures and electronic
systems.

📍 Rennes



KNOWLEDGES

PROGRAMMING LANGUAGES



C#



C++



OpenGL
GLSL



Java



Python

GAME ENGINE



UNITY



Unreal
Engine 5

SOFTWARES



Visual
Studio



Git



Perforce



Notion

ENVIRONMENTS



Windows



Linux



Raspbian

ABILITIES

Working using the AGILE methodologies

Unity data-oriented architecture: DOTS

Sensitized to accessibility concepts

Basics of the 3D production pipeline :

- modeling, texturing, rigging, animation

Working with audio middlewares: FMOD, Wwise

PROJECTS



THE GODDESSES ARE GONE

1st Year-end project at Cnam ENJMIN

A solo scoring-oriented strategy game offering a tiny turn-by-turn experience. It draws its inspirations from diverse Roll n' Write boardgames. Working on this game gave me the opportunity to develop various systems such as board management. I also developed some tools for my game designer to generate in-game cards, pawns and resources for the player to spend.



PARTY KNIGHT

Project at 3AXES

The verticale slice of a partygame for 2-4 players with 3 playable mini-games taking place in a quirky chivalrous world.

Being one of the two programmers on this project, I personally worked on various features including IA behaviours for NPC that replace missing players. I also developed some configurable asset systems with, for example, configurable haptic feedback profiles.

LANGUAGES



French
Native



English
CEFR B2



Japanese
JLPT N5

HOBBIES



Prototyping
with Pico-8



GUNPLA
modeling



Playing Magic:
The Gathering