Alexandre Lacroix

+33 6 33 33 21 15

alacroix.dev.pro@gmail.com

ITCH: _creamos.itch.io/_

LINKEDIN: _www.linkedin.com/in/alexandre-lacroix-843016151/_

PORTFOLIO: _creamos.github.io/_

STUDIES

le cnam enjmin — 2022 / 2024
Angoulême
Master's Degree in Games & Interactive Digital Media
Programmation Speciality

3AXES — 2019 / 2022
Rennes
Degree in Video Games & Interactive Devices Conception

UNIVERSITE D'ORLEANS — 2018 / 2019
Orléans
University Degree in Technology - Informatic
Condensed Formation (1 year)

IUT RENNES — 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

LANGUAGES

French Native

English CEFR B2

Japanese JLPT N5

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 it inspirations from diverse Roll n' Write boardgames. Working on this game gave me the opportunity to develop various systems such as board managment. 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.

HOBBIES

Prototyping with Pico-8

GUNPLA modeling

Playing Magic: The Gathering