

Alexia LACOMBE

Looking for a programmer position in the world of video games

WORK EXPERIENCE

August 2023
Today

Programming engineer (Internship) - UQAC

Cogni-actif : serious game programming in C# (Unity)

September 2022
Today

Teaching Assistant - UQAC

Teaching, supervising and grading exams for courses in basic mathematics, advanced calculus and programming elements (C++)

May 2023
June 2023

Research Assistant - UQAC

Cogni-actif : serious game programming in C# (Unity)

February 2022
June 2022

Virtual Reality Engineer Assistant (Internship) e-ManRisk

Implemented a virtual reality training program for traceability and hygiene protocols
C# (Unity) / Node / JS (Puppeteer)

April 2018
June 2022

Équipière polyvalente de restauration rapide - McDonald's

Orders taking and preparation
Team work, stress management

FORMATIONS

since 2022

Master's degree in computer science (video game)

UQAC - Chicoutimi (CA)
Principles of video game design and development
Practical workshop in video games 1 & 2
Principles of game engines
Network programming in video games
3D interaction and virtual reality
Serious games
Fundamentals of machine learning
AI for video game
Programming for mobile platforms

since 2018

Master's degree in engineering

ENIB - Brest (FR)

2021

University Diploma in Entrepreneurship

IAE - Brest (FR)



CONTACT

+33 7 50 26 55 65
lacombe.a67@gmail.com
393 East Price Street
Chicoutimi QC G7H 2G2

<https://www.linkedin.com/in/Lacombe-Alexia/>

<https://lacombea.github.io/LacombeAlexia/index>

TOOLS

Windows / Linux
Git / Github / Perforce
Jupyter notebook / LaTeX
Python
C / C++
Java / C#
HTML / CSS / JS
SQL / Modelio
Unity / Unreal
Android Studio Trello / Jira
Postman
Canva / Photoshop

LANGUAGES

French : native
English : TOEIC 955/990
German : B1 (intermediate)