

Alexia LACOMBE

Looking for a programmer position in the world of video games

WORK EXPERIENCE

- September 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 (Stage) 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)



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<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)