Alexia LACOMBE

Looking for a programmer position in the world of video games

CONTACT

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

TOOLS

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

LANGUAGES

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

WORK EXPERIENCE

September 2023 – Today
Programming engineer (Intership) - 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 (Intership) 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)