

# Alexandre NINEY



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**Portfolio**

<https://nineyalexandre.github.io/>

## Education

**Since January 2020 :**    **Computer Science Bachelor** (UQAM, Montréal) – GPA : 4.04

**2021-04 – 2021-08 :**    **Video Game Design Class** (ETS, Montréal) - Final mark : A+

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**2002 – 2005 :**            **Ecole Supérieure de Gestion** (Paris Business School, France) / Marketing - Advertisement.

**2001 – 2002 :**            **DUT-GEA** (Management in undertakings and administrations), IUT Sénart / Fontainebleau

## Computer Science Skills

### Programming languages :

- **Java**            Inheritance, data structures, stream, threads, unit and functional tests.
- **C**              Data structures, pointers, modular programming, unit tests.
- **C++**            Generic data structures, pointers, modular programming
- **C#**              Data structures, Unity library
- **SQL**            Conceptual and relational diagrams, triggers, functions, procedures
- **Python**        Machine learning and neural networks (Sklearn, TensorFlow, Keras)

### Web programming languages :

- HTML/CSS, Javascript, JQuery, Flask, SQLAlchemy, Projects on Node JS with express JS and Angular.

### Softwares :

- Game engines : Unity and Unreal Engine
- Source control : Git Hub/Lab (command lines and SourceTree), Perforce.
- Windows/Ubuntu, Bash Linux, editors (VS Code, IntelliJ / Rider, Eclipse, PyCharm, Nano), Hansoft.

## Professional experience

### **2022-05 – 2022-08 : Research assistant (UQAM research department)**

Programming the modeling of a future board game to assess its balance.

- Coding game structure (characters, powers, game mechanics)
- Simulating games with Machine Learning algorithm

### **2021-08 – 2021-12 : Game programmer (Ludia Inc – Video Game Company)**

LiveOps Programming on **Jurassic World Alive** game:

- Developing new features on client (Unity , C#) and server side (Java).
- Bugs fixing noticed during QA tests.

### **2021-03 – 2021-08 : IT consultant**

- Corporate mandates on Zoho CRM (Deluge programming)
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### **2018-12 – 2019-08 : Pricing Manager Europe (Groupe CAT – Logistic Transport):**

- Management : 4 analysts
- Running and optimization of the European tariff margin (€ 1.3 billion)
- Coordination of actions between the Sales Department and the Financial / Operational departments

### **2018-08 – 2018-11 : Business Intelligence Manager (Costa Croisière – Carnival Group):**

- Management : 3 analysts
- Responsible of the development of activity tools company (Business Object, Pack Office)
- Discussions and collaboration with the Holding in Italy on commercial management strategy (pricing, capacity, budget)

### **2016-04 – 2018-08 : Capacity Yield and Distribution Manager (Europcar France – car rental) :**

- Management of a team of 12 people allocated in 3 services
- Coordination and implementation of a revenue optimization strategy in the company
- Maintaining service costs vs budget (10 M €) and involvement in the annual business budget.

### **2013-11 – 2016-04 : Capacity and activity tools manager (Europcar France - car rental) :**

- Management : 3 analysts
- Developing revenue management attitude in the company
- Creating forecasting and activity tools as part of the international projects

### **2007-04 – 2013-10: Forecasting and activity tools project leader (Europcar France - car rental) :**

- Elaborating forecasting scenarios and activity tools in order to choose the right business strategy
- Analysing tariffs, bookings and capacity KPI.

## Miscellaneous

Languages : English / French

Leisure : Series / movies, video games, new technologies