

# TECHNICAL GAME DESIGNER

# Alexandre Brodu

*Looking for an internship*

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## EXPERIENCES

-  **Unveil // School Project 2020**  
**Game Designer & Main Programmer**  
Designer & programmer of the Gameplay
-  **B@BY // Global Game Jam 2020**  
**Technical Game Designer & Main Programmer**  
Main programmer of the Game
-  **King of Seas // School Project 2019**  
**Technical Game Designer & Main Programmer**  
Designer & Programmer of the vehicle & the main controller
-  **Last Night at Home // Global Game Jam 2019**  
**Technical Game Designer & Narrative Designer**  
**4000 downloads on itch.io**  
Design of the Menu & Narrative Design  
Programmer of the narrative parts  
In charge of Cleaning & polishing the project  
Recording audio & integration
- **U-Logistic // November 2016 - July 2017**  
**Warehouse Order picker**
-  **Miliboo // August & september 2016**  
**Assistant electronic engineer**  
Electronic & interface for connected furniture

## SOFTWARE

-  Unity
-  Unreal
-  Git/Github
-  Visual Studio
-  Yed
-  Office tools
-  Git Kraken
-  Photoshop
-  InDesign

## EDUCATION

**2017-2020 // Game Design Bachelor**

Gamesup Lyon

**2014-2016 // DUT Electric Engineering & Industrial Data Processing**

IUT Annecy

## LANGUAGES

**FRENCH**

Native language

**ENGLISH**

TOEIC 2016:  
865/990

## SKILLS

### Game Design

- 3C
- System Design
- Signs & Feedbacks
- Game Concept
- Game Loops

### Programming

- Character & vehicle controller
- State Machine
- Behavior Tree
- Procedural generation
- UI/GUI

### Soft Skills

- Empathy
- Mediation
- Teamwork

## HOBBIES

**Indie games**

**Philosophy & Politics**

**Cinema**