

ALEXANDRE KADRI

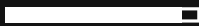
JUNIOR GAME DESIGNER

PROFILE

French 20 years old game design student from Lyon, I love everything linked to design, programming and visual effects.

KEY SKILLS

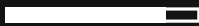
GAME DESIGN



PROGRAMMING



VFX



LANGUAGES

FRENCH

ENGLISH



CONTACT

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in Alexandre Kadri

PROJECTS



NEON BEATS

GAME DESIGNER - PROGRAMMER - VFX ARTIST

Second year school project in which i designed 3C, rhythm level design element and game feels features which i had to prototype after leading to create VFX by my own. Being in charge of the whole technical part, i had to make the audio detection, physics and all others features which required technics.



SUPERMARKET HEROES

GAME DESIGNER - PROGRAMMER - VFX ARTIST - 3D ARTIST

Made for ludum dare 43, in 3 days, we made everything from scratch with a friend using tools like Unity, Maya and FL studio. It technically include features like local multiplayer made by using In Control and three different playable characters.



NCOR

GAME DESIGNER - PROGRAMMER - VFX ARTIST - CUTSCENES DESIGNER

First year school project in which i had to handle the whole technical part including features like time rewinding and time stop. I was also in charge of the design of 3C, core mechanics and to polish the overall game feel.



SYNOPSIS

GAME DESIGNER - PROGRAMMER - VFX ARTIST

First year school project, i had to design 3C and links between narrative and the gameplay resulting in top down shooter boss fight with differents patterns and abilities that i had to prototype afterwise.



ALL BUTCHERS

GAME DESIGNER - PROGRAMMER - VFX ARTIST

Made for ludum dare 41 with a friend, it was my second game jam. I was mainly working on technical features like weapons' specific physics behaviours and VFX when my mate was focused on the art, UI and animations.

EDUCATION



BELLECOUR ECOLE

GAME DESIGN BACHELOR DEGREE (2017 - 2020)

I'm currently studying game design in this school in Lyon. We learned design fundamentals, developped prototyping skills like programming, 3D, 2D and got introduced to QA and management.



EDOUARD BRANLY

A-LEVEL (BACCALAUREAT) STI2D (2014 - 2017)

It's in this secondary school in Lyon that i have programmed for the first time. It was focused on hardware using Arduino.

OTHER EXPERIENCE



ORANGE LOGO

GUILD WARS 2 ESL PRO LEAGUE 1 & 2

This esports experience taught me how to work in team and being with people from Sweden, Finland and Slovakia improved my english skills by a lot.

TOOLS

