



# ALEXANDRE KADRI

GAME DESIGNER

## PROFILE

French 21 years old game design student from Lyon, I always want to go a step further and will make everything needed to reach my goals.

## KEY SKILLS

### GAME DESIGN

Rational Game Design  
Sign & Feedbacks  
Fundamentals (Pillars, 3C, Flow, Interest Curve...)

### PROGRAMMING

SOLID Principles  
Software Design Patterns  
Audio  
Networking  
Physics  
C/C#/HLSL

### VFX

Base Principles (Color, Value, Shape, Timing)  
Shaders (Visual Scripting & HLSL)

## LANGUAGES

FRENCH: Native    ENGLISH: Fluent

## CONTACT

✉ alex.kadrisanchez@gmail.com  
☎ (+33)6.68.95.83.17  
🌐 alexandrekadri.com  
in Alexandre Kadri

## PROJECTS



### NEON BEATS RHYTHM PLATFORMER

- Design (3C, Level Design ingredients, UX/UI)
- Programming (Audio, Physics, Gameplay, UI, Tools)
- VFX (Gameplay related, Audio related)



### ONCE UPON A CARD ONLINE MULTIPLAYER CARD GAME

- Design (3C, core mechanics, UX/UI)
- Programming (Gameplay, Networking, UI, Tools)
- VFX (Gameplay related, Shaders, UI)



### EVER TWIN STICK SHOOTER BOSS FIGHT

- Design (3C, Boss, UX/UI)
- Programming (Gameplay, AI, UI)
- VFX (Gameplay related, Shaders, UI)

## PROFESSIONAL EXPERIENCES



### OTTER TECH XR DEVELOPPER INTERN (SOON)

- 4 months internship
- Development VR/AR
- Unity/C# Development



### VIRTUAL LUMEN VFX ARTIST VOLUNTEER (SINCE 2019)

- VFX (UI, Gameplay, Visual Representation)
- Shaders
- Serious Game

## EDUCATION



### BELLECOUR ECOLE GAME DESIGN BACHELOR DEGREE (2017 - 2020)

I'm currently studying game design in this school in Lyon. We learned design fundamentals, developed 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

- Work with a team
- Improve my english skills
- E-sport experience



## TOOLS

