

ALEXANDRE KADRI

GAME DESIGNER

ABOUT ME

Hello there! I'm from Lyon in France. I'm a game designer specializing in experience. I'm in love with 3C, Signs, Feedback, Game Feel, Combat Systems, and Iterative Processes.

KEY SKILLS

GAME DESIGN

- Create the 3C (Character, Camera, Controls)
- Combat System & Boss Design
- Emphasize Game Feel & Juice
- Focus on Signs & Feedback
- Link Gameplay & Audio
- Set up / Follow Design Pillars & Intentions
- Handle Interest Curve & Flow
- Rational Game Design, Balancing & Playtests

PROGRAMMING

- Character Controller & Camera (FPS, Car, 2D...)
- Controls (Input Buffering, Aim Assist...)
- Audio & Beat Detection System (FMOD)
- Game Feel (Vibration, Post-FX, Screenshake...)
- SOLID Principles & Software Design Patterns
- Unity, C#, Javascript

VFX

- Particle Systems, Meshes & Textures
- Shaders (Node-Based Tools & HLSL)
- Post-Processing Effects (Distorsion, Glitch...)
- Audio Visualization (Audio Bars, Lines...)
- Base Principles (Color, Value, Shape, Timing)

INFORMATIONS

Languages: French (Native), English (Fluent)

Location: Lyon, France (Open to relocation)

Mail: alexandre.b.kadri@gmail.com

Portfolio: <https://alexandrekadri.com>

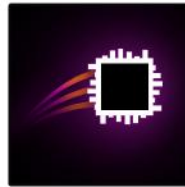
MY GAMES



TEMP ZERO

(SELF PUBLISHED, 2021-2022) ACTION, ROGUELIKE, MUSICAL

- Game Design (3C, Weapons & Abilities, Enemies...)
- Programming (3C, Beat Detection, Aim Assist, UI...)
- VFX (Attacks & Spells, Shaders, Post-FX...)



NEON BEATS

(OKYO GAMES, 2019-2020) PLATFORMER, MUSICAL

- Game Design (3C, Audio Sync...)
- Programming (3C, Beat Detection...)
- VFX (Audio Visualization...)



SWARM

(OKYO GAMES, 2020) BOSS FIGHT, MUSICAL

- Game Design (Boss Design, 3C, Game Feel...)
- Programming (Boss, Audio Sync, 3C, Leaderboard...)
- VFX (HLSL Shaders, Distorsion, Glitch...)

PROFESSIONAL EXPERIENCES



OKYO GAMES

CO-FOUNDER (SINCE 2019)

- Created with 4 other students during our studies
- Released 2 Games (Neon Beats & Swarm)
- IGF Best Student Game Finalist (Neon Beats)



TEAM8 STUDIO - UNANNOUNCED COOP FPS GAME

JUNIOR GAME DESIGNER (2020-2021)

- Core features design
- FPS 3C design and prototyping
- Made design documents

EDUCATION



BELLECOUR ECOLE

GAME DESIGN BACHELOR DEGREE (2017-2020)

- Game Design Fundamentals
- Prototyping (Unity, C#, Maya, Photoshop...)
- Every class was in english

OTHER EXPERIENCES



GUILD WARS 2 ESL PRO LEAGUE 1 & 2

ORANGE LOGO (2015-2016)

- Learned to work as a team
- Improved my english skills
- E-sport experience

TOOLS

