

# ALEXANDRE KADRI

GAME DEVELOPER

## ABOUT ME

Hello there! I'm Alexandre, a game developer who loves to create juicy games. I'm used to work in the engine and prototype my ideas. I also released my own games with friends.

## KEY SKILLS

### GAME DESIGN

- 3C Design & Prototyping
- Combat System & Boss Design
- Game Feel & Juice
- Signs & Feedback
- Link Gameplay & Audio
- Design Pillars & Intentions
- 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#

### 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: Montpellier, France

Mail: alexandre.b.kadri@gmail.com

Portfolio: <https://alexandrekadri.com>

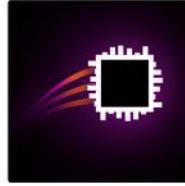
## MY GAMES



### 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)



### MAGIC DESIGN STUDIOS

GAME DESIGNER (2022-2023)

- Conception of a new project
- Game concept & pitch
- Creation of several prototypes



### TEAM8 STUDIO

JUNIOR GAME DESIGNER (2020-2021)

- FPS 3C design
- Feature design documents
- Creation of the prototype

## EDUCATION



### BELLECOUR ECOLE

GAME DESIGN BACHELOR DEGREE (2017-2020)

- Game Design Fundamentals
- Prototyping (Unity, C#, Maya, Photoshop...)
- Internship at Otter Tech as Unity Developer

## TOOLS

