

Alexandre Lacroix

Gameplay Programmer

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STUDIES



2022
2024



2019
2022



2018
2019



2016
2018

Angoulême, France
Master's Degree in Games & Interactive Digital Media
Programmation Specialty

Rennes, France
Degree in Video Games & Interactive Devices Conception

Orléans, France
University Degree in Technology - Informatic
Condensed Formation (1 year)

Rennes, France
University Degree in Technology - Electric, Informatic & Computing Engineering

EXPERIENCES

Summer 2021
Internship – 2 months

FARSIGHT

Serious Games: prototyping, R&D and feasibility study.

Rennes, France



Summer 2018
Internship – 3 months

QUART D'HEURE

Installation of interactive game rooms. Setup of electric structures and electronic systems.

Rennes, France



APTITUDES

PROGRAMMING LANGUAGES



C#



C++



OpenGL
GLSL



Java



Python

SOFTWARES & GAME ENGINES



Visual Studio



Git



Perforce



Notion



UNITY



Unreal Engine 5

ENVIRONMENTS



Windows



Linux



Raspbian

PROJECTS

THE GODDESSES ARE GONE
Project at Cnam ENJMIN
4 months production



A solo scoring-oriented strategy game offering a tiny turn-by-turn experience. It draws inspirations from diverse Roll n' Write board-games.

I developed various systems such as board management. Developing some tools for my game designer to generate in-game cards, pawns and resources for the player to spend.

PARTY KNIGHT
Project at 3AXES Institut
8 months production



The vertical slice of a party-game for 2-4 players with 3 playable mini-games taking place in a quirky chivalrous world.

Being one of the two programmers on this project, I personally worked on various features including IA behaviors for NPC that replace missing players. I also developed some configurable asset systems with, for example, configurable haptic feedback profiles.

KNOWLEDGES

- Data-Oriented Programming
 - ECS, Unity DOTS
- Packages & Tools
 - Unity (UIToolkit, IMGUI)
 - Blender (python add-ons)
- Artificial Intelligence
 - Boids
 - Finite State Machines
 - Behavior Trees
 - Genetic algorithms
- Procedural Generation
 - Wave Function Collapse
 - Binary Space Partitioning
- Accessibility features & concepts
 - Controls remapping
 - Adjustable fonts & UI sizes
 - [GAME ACCESSIBILITY GUIDELINES](#)
- Basic notions of the 3D pipeline
 - Modeling, texturing, rigging...
- AGILE methodology principles

LANGUAGES

- French : Native
- English : Proficient (Professional Level)

HOBBIES



Prototyping with Pico-8



GUNPLA model assembling



Playing Magic: The Gathering