

Alexandre Ferlet

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184 Avenue de Choisy - 75013 PARIS

Portfolio :

www.alexandreferlet.fr

Technical Game Designer

Skills

Intensive Video Games knowledge
(References & culture)

Game Prototyping
C# - Unity (Gameplay & Editor)
Haxe language

Photoshop
Illustrator
InDesign
Animate
Blender
Suite Office

Languages

French - Native speaker
English - Fluent (TOEIC 985 - C2)

Hobbies

Video games
Retro gaming

Game developpement
Homebrew game developpement
Demoscene

Indoors climbing

Work Experiences

2021 - 2023 //

Technical Game Designer

Ubisoft Paris - Montreuil

Project «Beyond Good and Evil 2» - Data user

Involved in tool developpement for in-game missions

Worked on the technical implementation of the design for in-game stories and narrative leads

2020 - 2020 //

Game & Level Designer

Innerspace VR - Saint-ouen

Project «Maskmaker» - Level and Game design

Used VR tools to iterate on LD, integration in Unreal Engine 4

2018 - 2020 //

Game designer / Gameplay Integration

Littlefield Studio - PARIS

Project : «Machinika : Museum» - Puzzle design & integration

Used Unity + Custom tools to make the 14 main levels of the game

Education

2015-2018 // **Master Game Design & Programming**

Formation on web and mobile games

ISART DIGITAL - Paris 11ème

2013-2015 // **«Prépa Art» (1st & 2nd year)**

Video game graphics

ISART DIGITAL - Paris 11ème

2012-2013 // **MANAA**

Fine arts formation

ECOLE DE CONDE - Paris 15ème