

LE JEUNE ALEXANDRE

GAME PROGRAMMER



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12 av Pasteur Martin Luther King,
Le Pecq, France

About Me

Adaptable and driven, with strong problem-solving and communication skills gained from project management experience. With a passion for innovation, I aim to leverage my expertise to lead impactful initiatives, fostering growth and collaboration in dynamic environments while continuously learning and evolving.

Experience

Umbrella Splash : September 2024

Game programmer

A 2D mini game mixing western dual and pong with an umbrella as controller.

Developed in Unity, CS.

Developed player controls, UI and implemented all assets

Showcased at university game expo

George The Sheepkeeper : LudumDare 56

Game programmer

A 2D labyrinth game where you need to capture sheep lost in the labyrinth

Created in Unity, CS.

Developed Game loop, UI, Audio

Published to compete in LudumDare.

Education

2023 - 2028

IIM Digital School

·Bachelor's in game programming.

·Developed strong skills in C++, Unity, and Unreal Engine.

·Collaborated on group projects, producing multiple game prototypes.

2020 - 2023

Lycée Jeanne
d'Albret

·Learned strong base of programming with Python

Language

French : Native

English : TOEFL B1

Expertise

- Python
- C# / C++
- Unity
- Team works : Softs skills training

Hobbies

- Video Games
- Motorsports
- Photography
- Climbing