

Alexys Dussier

ENSEEIH, Video Game Development Engineer and Gaming Startupper

Contact

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Languages

French: native
English: bilingual
Japanese: beginner

Hobbies

Magic The Gathering
Competitive play for 15 years

Volleyball

Up to 4 times a week for 6 years

Go

Creation and management of a club in high school

Favorite Games

StarCraft 2
best rank: Master
Magic The Gathering
best rank: Top 100
HearthStone
best rank: Top 500
Outer Wilds
Tunic
Dark Souls

Soft Skills

Critical thinker
Autonomous
Ambitious
Empathetic
Pragmatic

About Me

I am looking for a skilled and passionate video game publisher.
I am an engineer and I am developing the Roguelike Tactical Deckbuilder Cards of the Abyss.

Work Experience

- 2024 - Today **Cards of the Abyss** Creation of a video game studio Unity Developer
1 Year Development of a Tactical Roguelike Deckbuilder.
Model/view separation. Data-driven. C#. Shaders. VFX. Analytics and balancing. Midjourney. Project management. Git. Freelancer recruitment.
- 2023 - 2024 **Quantic Dream** AAA video game studio Network C++ Gameplay Developer
1.5 Years Redesign and extension of game systems (Damage and DPS System, Health System, Entity Stats and Aggregators), AI development (Pathfinding, Locomotion, Abilities sequencing and cooldowns), multiplayer infrastructure with rollback and deterministic systems, Mind Control design (alternative controller, from FPS to RTS), optimizations, improvement of development standards, creation of statistics systems (Kill statistics, Weakness tags), Perforce P4V, Jira
- 2023 - Today **Quantiq.io** Medical Deep Learning and Time Series AI Researcher
1.5 Months Deep Learning research to analyse cardiac data from video selfies. Research, DenseNet, Early-stopping, Cross-validation, Equal-sampling, Visualization, Pytorch, Numpy, Pandas, Matplotlib, Python
- 2021 - 2022 **Cube Overflow** Creating a gaming company Unity Developer
1.5 Years **The Netrunner Awaken1ng**: *developing a Hack'n'Dash steam game from design to deployment. Developing 50 levels, each with a unique mechanic, using a modular and procedural map generation algorithm. Hiring and collaborating with freelancers for sound and marketing. Writing an AI-related story. More details here: <https://netrunner-awakening.com>*
- 2020 **Antidot** R&D Development Engineer Python Developer
1 Year Working in a product knowledge platform company focusing on creating search engines for enterprise knowledge. ML Transformers, Naming Entity Recognition (NER), Relationship graphs, Textual data processing, Continuous Integration, Test Driven Development, Conditional Random Fields, Docker
- Summer 2018 **Immersive Factory** Internship in a VR compagny Unity Developer
3 Months Experiencing for 3 months the video game company workflow
C#, Unity, Virtual Reality, Level Design, CI/CD, Unity Web Request

Education

- 2018 - 2019 **DDJV** Degree in Video Game Development Double Degree in Canada
1 Year University of Sherbrooke in Montréal
- 2016 - 2018 **INP-ENSEEIH** Computer Science & Applied Mathematics Engineering School
2 Years National Polytechnic School of Electrotechnic, Electronics, Computing, Hydraulics and Telecommunications
- 2014 - 2016 **MPSI/MP Pierre de Fermat** Mathematics & Physics Preparatory Course
2 Years Majoring in Computer Science
- 2011 - 2014 **Toulouse Lautrec** Scientific Diploma Secondary School
3 Years With Honors

School Projects

Winter 2019	3D Third Person Game	TPS asymmetric online videogame	Unreal Developer
4 Months	<i>Develop an entire video game with agile methods in a team of 7 persons</i> <i>C++, Unreal, Agile Methods, Object-Oriented Programming, Networking, Real-time systems, Symbolic AI (Squads), Data-Driven Gameplay</i>		
Autumn 2018	AIBootCamp	Game AI Programming Challenge	C++ Developer
3 Months	<i>Experiencing and solving for 3 months all the issues of Symbolic AI in video games</i> <i>C++, Symbolic AI, Agile Methods, Pathfinding (with doors!), Cooperative Agents, 5ms constraint, Parallel systems</i>		
2017 - 2018	ENSEEIH projects - Multimedia	Coding in small teams	Matlab Developer
Over 1 Year	<i>Tensorial surfaces, Principal component analysis, Face Recognition, Denoising, Inpainting, Segmentation by classification, Variational Methods, Data Reduction, Object Detection, Image Recovery. Using Agile methodologies</i>		
2016 - 2017	ENSEEIH projects - General	Coding in small teams	Java Developer
Over 1 Year	<i>Object-Oriented programming, Web Development, Digital Optimization, Probability and statistics, Differential Calculus, Linear Algebra, Parallel Systems, Graph Theory, Database. Using Scrum and Agile methodologies</i>		
July 2017	IncubWeb	Internship in a Web Developing Company	Web Developer
1 Month	<i>HTML, CSS, PHP</i>		
May 2017	RogueLike Game	Leading and Managing a 6 persons team	Java Developer
3 Months	<i>Java, Architecture Design, Procedural Level Generator</i>		
Oct. 2016	Carbon Literacy Project	Raise carbon literacy awareness	Online training
2 Weeks	<i>Official certificate</i>		

Personal Projects

You can visit my website for more details: <https://alexys.dussier.fr>

August 2019	Standford ML Course	Online formation in Deep Learning	Formation
1 Month	<i>Neural Networks, Backpropagation, ConvNets, Localisation & Detection, Visualization, Recurent Neural Networks, Segmentation</i>		
August 2019	MIT AI Course	Online formation in Artificial Intelligence	Formation
1 Month	<i>Goal-Tree, Expert System, A*, Minimax, KNN, Neural Networks, Genetic Algorithms, SVM, Boosting</i>		
July 2019	Self-Learning Project	State-of-the art Machine Learning	Formation
3 Months	<i>Reproduction of the AlphaZero algorithm from scratch</i> <i>C#, Python, Tensorflow, Numpy, Monte-Carlo-Tree-Search, UCB1, PUCB, Deep Neural Networks</i>		
June 2019	Machine Learning Course	Online formation in Machine Learning	Formation
1 Month	<i>Python, Tensorflow, Deep Neural Networks, Convolutional Neural Networks, Recurent Neural Networks</i>		
May 2019	Google Cloud OnBoard	Formation in Cloud Computing Services	Formation
1 Weekend	<i>Machine Learning, Scalability, Cloud</i>		
March 2019	Google Code Jam	Participating in about 10 Code Jams	Coding Competition
Lot of Weekends	<i>C++, Dynamic Programming, Knapsack problem, Optimizations, Bit shifting, Sliding window, Backtracking, Linked lists, Binary searches</i>		
October 2018	HadokeMDP	Reinforcement Learning AI on StreetFighter Bot	Unity Developer
1 Weekend	<i>Reinforcement Learning, Q-Learning, Unity</i>		
2017 - 2019	3 Game Jams	Designing, Developing, Not sleeping	Unity Developer
3 Weekends	<i>2D Game, Unity, 48h programming, Virtual Reality Game, Pair Programming</i>		
Summer 2018	3D Parkour Game	3D platforming video game project	Unity Developer

3 Months	<i>Complex movement gameplay system, Unity, Architecture Design, OOP</i>	
March 2018	Card Game Designing, Developing, Manufacturing	Card Game Designer
1 Month	<i>Deck Building Card Game, Testing, Balancing, Iterating</i>	
February 2017	Clicker Game Designing, Developing, Coding	Java Developer
1 Month	<i>Skinner effect, Pair Programming, Slick2D</i>	
2015-2017	Card Game Designing, Developing, Manufacturing	Card Game Designer
Variable	<i>Testing, Balancing, Iterating</i>	
2015	2D Parkour Video Game Designing, Developing, Coding	C & SDL Developer
2 Months	<i>2D Graphic Isometric Engine, C</i>	
2013	Icon Rush 2 Designing, Developing, Coding	C & SDL Developer
2 Months	<i>My First Video Game!</i>	