

# Alexys Dussier

ENSEEIH, Senior Software Engineer and Entrepreneur

## 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

## Driver's license

## About Me

I am looking for a position as a Senior Gameplay Developer or Software Development Engineer in a united, skilled, and passionate team.

## Work Experience

- 2024 - Today **Cards of the Abyss** Creation of a video game studio Entrepreneur  
1.5 Years Development of an independent roguelike card-based game, designing game systems, software architecture, and project management. Recruitment of freelancers. Active technology watch in AI applied to video games. Unity, C#, model/view separation, data-driven, sequential buses, shaders, VFX, analytics, balancing, git, Midjourney.
- 2023 - 2024 **Quantic Dream** AAA game studio Network C++ Gameplay Developer  
1.5 Years Development and improvement of fundamental systems for an AAA multiplayer game, including gameplay, AI, and networking. Improvement of development standards. C++ within a multiplayer infrastructure with rollback and deterministic systems. Damage and DPS Systems, Entity Stats and Aggregators, AI (Pathfinding and Locomotion, Abilities sequencing and cooldowns), optimizations, statistics, Perforce P4V, Jira.
- 2023 - Today **Quantiq.io** Medical Deep Learning AI Researcher  
1.5 Months Deep learning research to analyze cardiac data from video selfies. Research, DenseNet, Time Series, Cross-validation, data visualization, Pytorch, Numpy, Pandas, Matplotlib, Python.
- 2021 - 2022 **Cube Overflow** Creation of a video game studio Entrepreneur  
1.5 Years Design and development of **The Netrunner Awaken1ng**, a 3D platform PC game, from concept to commercial release on Steam, including gameplay on Unity in C#, procedural generation, market analysis, project management, and storytelling. Recruitment and collaboration with freelancers for sound and marketing.
- 2020 **Antidot** R&D Development Engineer Python Developer  
1 Year Development of AI solutions and search engines within a product knowledge management platform. ML Transformers, Named Entity Recognition (NER), Relational Graphs, text data processing and analysis, Continuous Integration (CI/CD), Test Driven Development (TDD), Conditional Random Fields (CRF), Docker.
- Summer 2018 **Immersive Factory** Virtual Reality Internship Unity Developer  
3 Months Development of VR projects in a Health, Safety, and Environment (HSE) context. Unity, C#, Level Design, CI/CD, Unity Web Request.

## Education

- 2018 - 2019 **DDJV** Double Degree in Video Game Development Double Degree in Canada  
1 Year *University of Sherbrooke in Montréal.*
- 2016 - 2018 **INP-ENSEEIH** Engineering Degree Engineering School  
2 Years *School of Engineering in Computer Science & Applied Mathematics.*
- 2014 - 2016 **MPSI/MP Pierre de Fermat** Preparatory School Preparatory School  
2 Years *Mathematics & Physics. Major in Computer Science.*
- 2011 - 2014 **Toulouse Lautrec** Science Baccalaureate Secondary School  
3 Years *With Honors.*

# School Projects

Winter 2019	<b>3D Network Video Game</b>	Unreal Developer
4 Months	<i>Development of a network game in C++ using Unreal in a team of 7.</i>	
Autumn 2018	<b>AI Challenge: AIBootCamp</b>	C++ Developer
3 Months	<i>Creation of a multi-agent pathfinding AI.</i>	
2017 - 2018	<b>Image Analysis Projects</b>	Matlab Developer
Over 1 Year	<i>Tensor surfaces, Principal Component Analysis (PCA), Facial recognition, Noise reduction, Inpainting, Segmentation and Classification, Variational methods, Dimensionality reduction, Object detection, Image reconstruction, Agile methods.</i>	
2016 - 2017	<b>Software Engineering and Algorithms Projects</b>	Java Developer
Over 1 Year	<i>Object-Oriented Programming, Web Development, Digital Optimization, Probability and Statistics, Differential Calculus, Linear Algebra, Distributed Programming, Graphs, Databases, Agile Methods.</i>	
July 2017	<b>IncubWeb</b>	Web Developer
1 Month	<i>Web Development Internship. HTML, CSS, PHP.</i>	
May 2017	<b>Creating a Roguelike game</b>	Java Developer
3 Months	<i>Management of a team of 6 people and procedural generation.</i>	
Oct. 2016	<b>Environmental awareness project through games</b>	Online training
2 Weeks	<i>Creation of a game to raise awareness about carbon consumption.</i>	

# Personal Projects

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

August 2019	<b>Stanford Machine Learning Training</b>	Formation
1 Month	<i>Use of ML applied to Image Analysis (ConvNets, RNN...).</i>	
August 2019	<b>MIT training in AI</b>	Formation
1 Month	<i>Learning advanced AI algorithms (KNN, SVM, Goal-Tree...).</i>	
July 2019	<b>AlphaChess Zero Project</b>	C and Python Developer in ML
3 Months	<i>Reproduction of the AlphaZero algorithm from scratch, but adapted to chess.</i>	
June 2019	<b>Machine Learning Training</b>	Python Data Analyst
1 Month	<i>Use of advanced frameworks such as Tensorflow and PyTorch.</i>	
May 2019	<b>Google Cloud OnBoard</b>	Formation
1 Weekend	<i>Training in Cloud Computing Services and Scalability.</i>	
March 2019	<b>Google Code Jams</b>	C++ Coding Competition
Lot of Weekends	<i>Participation in more than 10 Code Jams.</i>	
October 2018	<b>AI project: HadokeMDP</b>	Unity Developer
1 Weekend	<i>Creation of AI applied to Street Fighter using reinforcement learning.</i>	
2017 - 2019	<b>3 Game Jams</b>	Unity Developer
3 Weekends	<i>Design and development of entire games in 48 hours.</i>	
Summer 2018	<b>3D Parkour platform game</b>	Unity Developer
3 Months	<i>Creation of a complex movement system.</i>	
March 2018	<b>Deck Building Game</b>	Card Game Designer
1 Month	<i>Creation of a card game with multiple balancing iterations.</i>	
February 2017	<b>Clicker Game</b>	Java Developer
1 Month	<i>Creation of a Cookie Clicker clone exploiting the Skinner Effect.</i>	
2015-2017	<b>Card Duel Game</b>	Card Game Designer
Variable	<i>Creation of a card game. Design, printing, and balancing.</i>	
2015	<b>2D Parkour Platform Game</b>	C & SDL Developer
2 Months	<i>Implementation of an isometric graphics engine to create this game.</i>	
2013	<b>Icon Rush 2</b>	C & SDL Developer
2 Months	<i>Creating my first video game!</i>	