

# 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 10 years

## Volleyball

Up to 4 times a week for 4 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  
Ori and the Blind Forest  
Spelunky

## Soft Skills

Critical thinker  
Autonomous  
Ambitious  
Empathetic  
Pragmatic

## About Me

I am looking for a job as a Gameplay Developer for Video Games in Paris. I am an Engineer-Startupper passionate about designing and developing new challenging games and AI algorithms. I would like to join a team of passionate, kind and open-minded people with whom to build the gaming of tomorrow.

## Work Experience

- 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 **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 *Develop an entire video game with agile methods in a team of 7 persons C++, Unreal, Agile Methods, Object-Oriented Programming, Networking, Real-time systems, Symbolic AI (Squads), Data-Driven Gameplay*

Autumn 2018	<b>AlBootCamp</b> Game AI Programming Challenge	C++ Developer
3 Months	<i>Experiencing and solving for 3 months all the issues of Symbolic AI in video games C++, Symbolic AI, Agile Methods, Pathfinding (with doors!), Cooperative Agents, 5ms constraint, Parallel systems</i>	
2017 - 2018	<b>ENSEEIH projects - Multimedia</b> Coding in small teams	Matlab Developer
Over 1 Year	<i>Tensorial surfaces, Principal component analysis, Face Recognition, Denoising, In-painting, Segmentation by classification, Variational Methods, Data Reduction, Object Detection, Image Recovery. Using Agile methodologies</i>	
2016 - 2017	<b>ENSEEIH projects - General</b> 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	<b>IncubWeb</b> Internship in a Web Developing Company	Web Developer
1 Month	<i>HTML, CSS, PHP</i>	
May 2017	<b>RogueLike Game</b> Leading and Managing a 6 persons team	Java Developer
3 Months	<i>Java, Architecture Design, Procedural Level Generator</i>	
Oct. 2016	<b>Carbon Literacy Project</b> 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	<b>Stanford ML Course</b> Online formation in Deep Learning	Formation
1 Month	<i>Neural Networks, Backpropagation, ConvNets, Localisation &amp; Detection, Visualization, Recurent Neural Networks, Segmentation</i>	
August 2019	<b>MIT AI Course</b> 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	<b>Self-Learning Project</b> State-of-the art Machine Learning	Formation
3 Months	<i>Reproduction of the AlphaZero algorithm from scratch C#, Python, Tensorflow, Numpy, Monte-Carlo-Tree-Search, UCB1, PUCB, Deep Neural Networks</i>	
June 2019	<b>Machine Learning Course</b> Online formation in Machine Learning	Formation
1 Month	<i>Python, Tensorflow, Deep Neural Networks, Convolutional Neural Networks, Recurent Neural Networks</i>	
May 2019	<b>Google Cloud OnBoard</b> Formation in Cloud Computing Services	Formation
1 Weekend	<i>Machine Learning, Scalability, Cloud</i>	
March 2019	<b>Google Code Jam</b> 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	<b>HadokeMDP</b> Reinforcement Learning AI on StreetFighter Bot	Unity Developer
1 Weekend	<i>Reinforcement Learning, Q-Learning, Unity</i>	
2017 - 2019	<b>3 Game Jams</b> Designing, Developing, Not sleeping	Unity Developer
3 Weekends	<i>2D Game, Unity, 48h programming, Virtual Reality Game, Pair Programming</i>	
Summer 2018	<b>3D Parkour Game</b> 3D platforming video game project	Unity Developer
3 Months	<i>Complex movement gameplay system, Unity, Architecture Design, OOP</i>	
March 2018	<b>Card Game</b> Designing, Developing, Manufacturing	Card Game Designer
1 Month	<i>Deck Building Card Game, Testing, Balancing, Iterating</i>	
February 2017	<b>Clicker Game</b> Designing, Developing, Coding	Java Developer
1 Month	<i>Skinner effect, Pair Programming, Slick2D</i>	
2015-2017	<b>Card Game</b> Designing, Developing, Manufacturing	Card Game Designer
Variable	<i>Testing, Balancing, Iterating</i>	
2015	<b>2D Parkour Video Game</b> Designing, Developing, Coding	C & SDL Developer
2 Months	<i>2D Graphic Isometric Engine, C</i>	
2013	<b>Icon Rush 2</b> Designing, Developing, Coding	C & SDL Developer
2 Months	<i>My First Video Game!</i>	