

# Alexis Martineau

Gameplay Programmer  
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## EXPERIENCE

### Personal Projects

2018 - 2019

*Gravity Commando*

- Designed and developed 5 short projects over the course of the first year spanning a variety of genres, platforms (mainly PC, web and mobile) and technical challenges.
- Conceptualized and developed a fully playable demo of the gravity-swapping FPS *Gravity Commando* exhibited at EGX 2021, overcoming a variety of technical, production and design challenges.

### Northwestern University Computer Graphics Course Projects,

2018 - 2019

Evanston, IL Graphics Developer

- Designed and implemented code bases for flexible, expandable and functional ray tracing and particle based animation platforms in Javascript/GLSL
- Developed a polygon-based graphics engine from the ground up using WebGL and JavaScript in order to hone my skills in low-level modeling, animation and basic shader-writing.

### Pioneers of Interactive Entertainment Game Development Group,

2018 - 2019

*AstroWars* Team Leader, Tutorial Coordinator

- Managed a 4-student programming team developing a space-strategy game in Unity Game Engine and C#
  - Trained new members to ensure that they were equipped with programming (C# and Unity) and design skills to work on ongoing game development projects
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## EDUCATION

National Film and Television School, Beaconsfield, UK

February 2022

Masters of Arts in **Game Design and Development**

*Relevant Coursework:* Hands-on Games Development, Fast Whitebox Prototyping, Games Programming, Design Patterns, Paper prototyping, Systems programming

Northwestern University, Evanston, IL

June 2019

Bachelor of Arts in **Computer Science and Physics**

GPA: **3.67/4.00**

*Relevant Coursework:* Software Development; UI Design; Version Control; Game Design & Development  
OS Development; Graphics Libraries; Advanced General Physics; Data Structures

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## SKILLS & INTERESTS

**Computer:** *Programming:* Python, C++, C#

*Web:* Javascript, HTML/CSS

*Game Development:* Unity, Maya, Substance Painter

*Other:* Adobe Photoshop, Web GL

**Language:** French (native), English (native)

**Interests:** Rock climbing, Hiking, Board games, Ancient history & mythology, Fencing, Super Smash Bros.