ALEXANDRE AFONSO

Game Designer

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TOOLS USED

- Unreal Engine 4
- Construct 2
- SkechtUp
- Draw.io - Visio
- Google Drive
- Pack office
- Notion
- Affinity photo
- Lego
- Adobe XD

LANGUAGES

French	**Mother tongue**
Portuguese	**Fluent**
English	**Toeic 760/990**
Spanish	**Intermediate**

AREAS OF INTEREST

- Sport driving
- Shooting sports
- Combat sports
- Mangas --- Japan
- TV series
- Documentaries
- Stealth games
- Competitive multiplayer
- Narrative

EXPERIENCES

March - Agust 2022   **Game designer assistant -** Ubisoft Paris Studio

Working on an unannounced AAA project

- Work on the **AI GD Team**
- On the NPC **enemy ingredients**
- **Matching** the direction and pillars of the game
- **Defining** the problematics and intentions for features (with lead game designers)
- **Proposing** design solutions
- **Using** Rational Game Design method
- **Illustrating** these solutions
- **Player centric reflection**

2018 - 2020   **Project to create a video game studio**

- **Find** partners (scriptwriters, industry professionals, game designers) and **raise funds**
- **Manage** the artistic direction of the project (creation of the gameplay, scenario, visuals)
- **Create a player-centered game experience (market needs analysis)**
- **Discover** the **Rational Game Design method** with Marc Albinet

September 2016 - July 2017   **Work experience BtoB Sales -** Ricoh France

- **Take** the initiative in creating a strategy to develop sales
- **Support** and **train** our distributors' sales representatives on IT products

January 2016 - July 2016   **Work experience BtoB Sales -** Lorina Geyer frères

- **Complete autonomy and adaptation** of the work method according to the brand

2014 - 2015   **Volunteer- and Social Sector -** Association La Croix Rouge

- **Be a good listener** with a caring attitude and prepare food items

SKILLS

Rational Game Design / Level Design

- Analyze game **mechanics**, player skills, **inputs**, **atomic matrix**, **ingredient creation**, LD **patterns**, **signs and feedback**, **dynamic design**, **accessibility**
- **Progression and reward system based on RGD analysis**
- Teaching the player through **exposure**, **validation**, **challenges**, **experimentation**
- The importance of **Onboarding**, **cognitive load** and **working memory,** etc.

Agile Manifesto Process

- **Focus on people and interactions**
- Implement **solutions** for **quick** and **fluid change**
- Players at the **center of the thinking**
- **Break down objective into small steps**

Design Thinking : empathy, problematization, ideation, prototype, testing

FORMATIONS

2020 - 2021   **Game Designer Course : Artline Institute**

- **Create a board game** for the CNJ (concept, prototype, playtest, solutions, iterations)
- **Learning:** Rational Game Design, Design Thinking, Game design documents, study of the Infiltration genre, creation and design of a prototype in Construct 2 and Unreal 4

2014 - 2017   **Novancia Business School Paris**

- **Develop a customer-based business and marketing strategy**
- **Practice** project management