



# Alexis Bacot Creative Engineer

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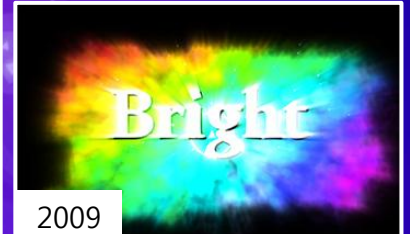
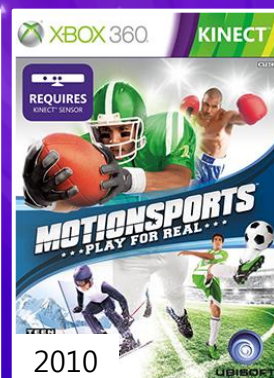
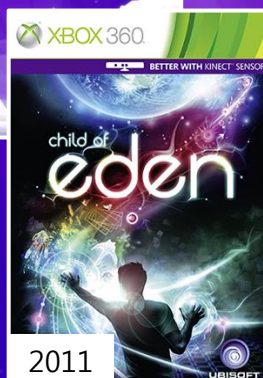
Web: [Light and Shadows](#)

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French, currently in Paris, 31 years old

## CAREER:

- 2011 - 2015: **Game Director, Founded [Area Effect](#)**, an independent game studio startup based in Paris. We created two iOS games, a [serious game](#) for Ubisoft, and [Izle](#) a procedural ARPG. Area Effect is a two-man startup, I was the only engineer and worked on design, development, art, publishing, PR, communication, web, business development, UI, AI, storytelling, user experience, monetization, management, R&D, and probably a lot more ☺
- 2012: **Teaching C#** game programming and prototyping with Unity 3D at [Isart Digital](#), Paris.
- 2010 - 2011: **Associate Producer** on [Motion Sports](#) at [Ubisoft Editorial](#), Paris. Engineering the collaboration between different studios located across Europe. Leading a 10 people team into making a next-gen AAA Kinect sports game in 9 months.
- 2009 - 2011: **Lead Gameplay Engineer - Research & Development** in [Ubisoft Editorial](#), Paris. Stimulating design and turning prototypes into a production reality. Team management, recruitment, training, rapid prototyping, creation of partnerships.
- 2007 - 2008: **Gameplay Engineer - Research & Development** in [Ubisoft Editorial](#), Paris. Extensive fast gameplay prototyping using new technologies.
- 2006: **Game Design and Development for a Web MMORPG**, VINC. Created an administration tool and a tile-based map editor in Java.
- 2005: **Video Game Development**, [Wizarbox](#). Implemented a mathematical engine for Nintendo DS.



## EDUCATION:

- 2006 - 2007: **Master of Science by Research (MSc)** in England, [Hull](#).  
[Thesis](#) on visual programming software to help designers create Shaders.
- 2004 - 2007: **Institut d'Informatique d'Entreprise ENSIIE**, Paris.  
A leading French "[Grande Ecole](#)" recruiting on the "Centrale-Supelec" entrance examination.  
Relevant courses : Computer Science (Algorithmic, Data Base, Computer Architecture, Artificial Intelligence, Robotics, Virtual Reality) Mathematics (Logic, Graph Theory, Operational Research) Finance, Accounting, Law, Human Resources and Foreign Languages.
- 2002 - 2004: **Lycée Chaptal**, MP & MP\* (Math Physics Special) Paris, France.  
Preparation for nation-wide, highly selective exams to French "Grande Ecoles".

## TECHNICAL SKILLS:

These past few years I've mainly worked within Unity in C#, and more generally I prefer to use script than low level language for efficiency reasons, but I feel very comfortable with any language overall, C/C++ included. I have a strong background in mathematics and I love abstraction, software architecture, complex or procedural systems, rendering, voxels and AI.

**Dev.:** C#, C/C++, Obj. C, AS3, J2SE, OpenGL, MySQL, Lua, GLSL/HLSL/Cg, Php 5, JS, ASM

**Software:** Visual Studio, Flash Develop, Eclipse, Flash, CodeWarrior, Xcode, Maple, Perforce

**Game Specific:** Unity 3D 4.x, Unreal 3, XNA 3.0, Lightspeed, Morpheme

## MANAGEMENT & PRODUCER SKILLS:

On top of working as a developer I've been leading teams for the past 7 years: first as a Lead Gameplay Engineer and then as an Associate Producer at Ubisoft. I've managed two companies, lead teams of 2 to 10 people, and I have been doing all of the recruitments, contracts, management, partnerships, financing, and business development for my most recent startup Area Effect. I am a certified scrum master for agile development.

**Software:** Microsoft Project, JIRA, Word, Excel, Powerpoint, Skype, Dropbox, Perforce, SVN

## ART & DESIGN SKILLS:

I've received a special 2 weeks design training at Ubisoft, and have been designing games, websites, art projects, interfaces and digital solutions for the past 10 years, with a strong focus on experimenting and learning new skill sets. I have a lot of experience with Photoshop and 2D compositing, 3D real-time rendering, lighting, camera shots, colors, HDR, pixel perfect UI, animation, and the entire 2D / 3D image and production pipeline.

**Software:** Photoshop, SketchUp, Maya, Premiere, Illustrator, Flash, Audition

## LANGUAGE SKILLS:

**French:** Native language / **English:** Proficient / **Italian:** Good foundations

## AWARDS:

2014: **Izle** (a game I designed and developed at Area Effect) receives [5 Awards at Game Connection Europe](#) for Most Creative & Original Project, Best Hardcore Game, Best Desktop / Downloadable

## EXTRA-CURRICULAR ACTIVITIES AND INTERESTS:

Hobbies: Interests in psychology, technology, art, politics, science, economy, philosophy  
Competitive games, eSport, experimental interactive art, digital arts  
Participating in the Ludum Dare and Global Game Jam  
Piano, Poker Texas Hold'em, Squash, Painting, Drawing, Travels