Alexandre Meunier
Video game developer

2015 - 2018

Android developer at Caléa Solution
Marseille, France

Development of the Android application:
Mood Messenger
SMS / MMS messaging application

Programming
Android - Java

2014 - 2015

Graduate from specialization year in video games
"88% success - Great distinction"
Haute Ecole Albert Jacquard

Development of the game:
Eden Project
Management / Strategy online game - School Project

Concept, programming, shaders, interface client - server
Unity - C#, PHP

"Winner of the jury prize" - Haute Ecole Albert Jacquard
"Winner of the gameplay prize"
"Winner of the community prize" - Hits Playtime

2013 - 2014

Bachelor in computer graphics
Video games programming section
"81% success - Great Distinction"
Haute Ecole Albert Jacquard

Development of the game:
Sepsis
Infection game - School project

Programming
PS3 - Fresh3D - C++, Lua

2013 - 2014

Internship at the Fresh 3D studio
Pornichet, France

Development of the game:
City 7
Puzzle/ Platform game - Internship / Personal project

Concept, programming, modelings, texturing, musics,...
PSP & PS3 minis - Fresh3D - C++, Lua

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Address: **Lille, France**
Willing to relocate internationally

Programming languages:
C#, C++, Java,
PHP, Javascript, Lua, Mel

Shading: **CG / HLSL**

Others: **HTML, CSS, XML**

Softwares: **Visual Studio, Android Studio**
Perforce, SVN
Unity, Maya, Blender, Photoshop

Languages: **French: Mother tongue**
English:
_ Good listening and reading level
_ Average speaking and writing level

Other degree:
Scientific Baccalauréat

Other passions:
Cinema, music and climbing

Passionate about video games and computer graphics, I followed the video games cursus at the Haute Ecole Albert Jacquard for 3 years, in programming section.

I graduated with a bachelor in computer graphics in June 2014 and graduated from the year of specialization in video game development in June 2015, with respectively 81% and 88% success and a great distinction for both.

Our video game developed during the year 2014 - 2015, Eden Project, received the jury prize of our school and the gameplay prize and the community prize on the Hits Playtime game contest.

I was hired by Caléa Solutions as a developer for the Mood Messenger application from 2015 to 2018, where I learned about mobile development, Android application development and Java language.