



ALEXIS MARQUES

Junior Game Designer

Contact

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[Linkedin](#)

[Lyon](#)

[Itch.io](#)

Soft Skills

- Adaptability & flexibility
- Project coordinator
- Communication
- Eager Learner
- Problem solver

Hard Skills

Game Engine

- Unity
- Unreal Engine
- C#, Python

Game Design

- Team organization (Trello, Jira, Notion)
- Documentation
- Presentation
- Narrative Design

Level Design

- Gaea
- Paper Level Design

Languages

- French (native)
- English (C1)
- Spanish (B2)

Hobbies

- Karate
- Breakdance
- Cooking
- Roller skating
- Worldbuilding for TTRPGs
- Reading novels (mostly heroic fantasy and science fiction)

Junior Game Designer, mainly versed in **Game Producing** or **QA** I am always searching for new **ideas** and **concepts** that I enjoy bringing to life. I am currently looking for an **internship**, and I am available from **April 2025**

Projects

Flowkeeper - Sept 2024-Now

Puzzle game - PC - Unreal

- Team management
- Creation of concept and gameplay
- QA Management

Bubble Tir - GGJ 2025

Retro Shooter - PC- Unity

- Project Management
- Assets implementation
- Narrative Design

Golfin' Cowboys - Jan 2024

Party game - PC - Unreal

- Creation of Level Design concept
- Learning multiplayer constraints
- QA Management

Cat As Trophies - Oct 2023- Jan 2024

Turn Based Strategy Game - Smartphone - Unity

- Learning team management
- Creation of concept documents
- Creation of concept and gameplay

Work Experiences

Cleaner - Metropole de Lyon

August 2024 - September 2024

Administrative Assistant - Les Affiches Parisiennes

August 2023 - September 2023

Harvesting Employee - Domaine de la Folie

August 2022 - September 2022

Formation

Bellecour Ecole - 2022-2025

Bachelor Game Design

- Rational Game Design
- Video Game Culture

Durzy Highschool - 2019-2022

Baccalaureat & Cambridge Certificate