



## CONTACT

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<https://lacombea.github.io/LacombeAlexia/index>

## TOOLS

Windows / Linux  
Git / Github / Perforce  
Jupyter notebook / LaTeX  
Python  
C / C++  
Java / C#  
HTML / CSS / JS  
SQL / Modelio  
Unity / Unreal  
Android Studio Trello / Jira  
Postman  
Canva / Photoshop

## LANGUAGES

French : native  
English : TOEIC 955/990  
German : B1 (intermediate)

# Alexia LACOMBE

Looking for a programmer position in the world of video games

## WORK EXPERIENCE

- August 2023  
Today **Programming engineer (Internship) - UQAC**  
Cogni-actif : serious game programming in C# (Unity)
- September 2022  
Today **Teaching Assistant - UQAC**  
Teaching, supervising and grading exams for courses in basic mathematics, advanced calculus and programming elements (C++)
- May 2023  
June 2023 **Research Assistant - UQAC**  
Cogni-actif : serious game programming in C# (Unity)
- February 2022  
June 2022 **Virtual Reality Engineer Assistant (Internship) e-ManRisk**  
Implemented a virtual reality training program for traceability and hygiene protocols  
C# (Unity) / Node / JS (Puppeteer)
- April 2018  
June 2022 **Équipière polyvalente de restauration rapide - McDonald's**  
Orders taking and preparation  
Team work, stress management

## FORMATIONS

- since 2022 **Master's degree in computer science (video game)**  
UQAC - Chicoutimi (CA)  
Principles of video game design and development  
Practical workshop in video games 1 & 2  
Principles of game engines  
Network programming in video games  
3D interaction and virtual reality  
Serious games  
Fundamentals of machine learning  
AI for video game  
Programming for mobile platforms
- since 2018 **Master's degree in engineering**  
ENIB - Brest (FR)
- 2021 **University Diploma in Entrepreneurship**  
IAE - Brest (FR)