

Alexis de Cazenove

Gameplay Designer Graduate

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Summary

As a game design graduate with a multicultural background and a degree in creative media and game technologies, I bring a diverse set of skills and experiences to the field of game development. With hands-on involvement in 11 game development projects, I have honed my abilities in game mechanics design, level design, and gained experience in team-leading. I am eager to use my problem solving, technical, and collaborative skills to create engaging and impactful gaming experiences. Take a look at my portfolio linked above, which goes into detail on my notable project contributions.

Experience

Thales Hengelo

February 2025 - June 2025

Game Design Graduation Intern

Hengelo, Netherlands

- Researched, designed, prototyped and tested a ship designer game mechanic for a naval warfare game at Thales.
- Wrote a detailed 40 page report documenting the process and reasoning for the features design in detail, and recommendations for the next team on how to use this design.

Thales Hengelo

February 2024 - July 2024

Game Design Intern

Hengelo, Netherlands

- Improved the gameplay flows and loops of a naval warfare video game aimed at introducing new employees and students to the importance of radars in naval warfare.
- Designed, prototyped and tested a new interactive tutorial mission aimed at introducing new players to the game mechanics.
- Coordinated with 2 other interns and the product owner to develop 2 new features and improve existing ones.

Vertigo Studios Amsterdam

September 2023 - January 2024

Quality Assurance Intern

Amsterdam, Netherlands

- Collaborated with the quality assurance team on playtesting Metro Awakening in virtual reality and reporting over 150 unknown and unintended behaviours back to the development team.
- Provided gameplay feedback for all 12 chapters of the game in the form of a written report, which included suggestions and ideas to improve the experience.

Education

Bachelor's in Creative Media & Game Technologies

September 2021 – July 2025

Saxion University of Applied Sciences

Enschede, Netherlands

- Specialized in gameplay and level design with technical skills through dedicated courses and contributions to 11 game projects.

Notable multidisciplinary client projects, further details in linked portfolio:

- Wilminktheater Project: team of 6, 2D point and click game for kids, client project for the local theater.
- Dreamland Journey: team of 8, 3D exploration game for kids, client project for art center Concordia.

International Baccalaureate Diploma

June 2018

International School of Stavanger

Stavanger, Norway

Skills

Game design: Game mechanics design, level design, system design, research, flow & pacing, onboarding/tutorials

Technical skills: Prototyping, C#, in-engine scripting, version control

Tools: Unity, Unreal Engine 5, Figma, Blender, Git

Languages: French (Native), English (Fluent), Dutch (Proficient)

Soft Skills: cross-disciplinary collaboration, creative problem solving, agile/scrum development, playtesting, documentation, critical thinking

International experience: lived, worked and studied in France, Netherlands and Norway