

+33642854904

alexandre.concheri@gmail.com

360 avenue de la Quiera, Lot 800
06370 Mouans-Sartoux, France

**Alexandre
Concheri**

Birth: 11/02/1989 (Soissons, France)

B driving license

<http://www.alexandreconcheri.com>

Work Experience

- 2016 - Now** ***Stellar Overload* – Narrative Designer**
Cubical Drift, Cannes
Universe and scenario creation
Dialogue Writing
Quests implementation and debug
Translation
- 2015-2016** ***Shiness: The Lightning Kingdom* – Quest / Level Designer**
Enigami, Tourcoing
Quest creation and implementation
Visual scripting
Level Design
Dialogue writing
Teacher: Narrative Design
The Open Design School, Paris
- 2013- 2015** ***Divinity: Original Sin* – Game Designer and scripter**
Larian Studios, Ghent (Belgium)
Programming and scripting using proprietary languages (Osiris, Larscript)
Scripting and quests implementation, Debug
Designing and implementing AI elements
Communication (Teamwork and Linguistic Skills)
- 2013** **ARG *Le 356^{ème} jour* – Game Designer, Paris**

Education

- 2011- 2013** **Bachelor – Project Management in the Video Game Industry**
Institute of Multimedia and Internet (IIM, La Défense, Paris)
Training report: A / Oral examination: A-
Theories of Game-design and Level-design
User Experience understanding
Software: Unity3D, Unreal Engine, Mantis, Scrumwise, 3DS Max
Agile methodology
- 2014** **TOEIC 960/990**
- 2011** **TOEFL iBT 97/120**
- 2010-2011** **Second-year degree course – English language and literature**
Charles de Gaulle University, Lille 3
- 2007- 2010** **BA degree – Computer Science**
Science and Technology University, Lille 1

Interests and personal skills

- Reading and watching movies & series** (Fantastic, Fantasy, Science-fiction, Cyberpunk...)
Playing video games (RPGs, platformers, adventure games)
Mastering Pen-and-paper RPGs (*Call of Cthulhu, GURPS, Numenera, custom RPGs...*)
Traveling and discovering (UK, Netherlands, Poland, Germany, Japan)
Rock climbing