



TAMARELLE-WEBER ALEXANDRE

Junior Game Designer

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Links

Portfolio

Games

LinkedIn

Softwares

 **Unreal Engine 5**
Blueprint, for 2 years

 **Photoshop**
For 3 years

 **InDesign**
For 3 years

 **Notion**
For 1 year

 **Canva**
For 6 months

 **Maya**
For 3 years

 **ZBrush**
For 3 years

 **Substance Painter**
For 3 years

Projects

Paradise Burn (in progress, since end 2022) :
Tactical
Personnal project
Solo

Shopping Rush (2023) :
Racing game, Humor
Programer, UI designer, Assistant Game designer
Project of third year bachelor, 4 people

Samurai Fox (2023) :
Beat them all
Game designer, programmer
Game Jam at Ynov, 3 people

Banner of the Samurai (2023) :
Action/adventure, 3^e person
Game designer, Rigger
Game Jam at Ynov, 7 people

Cyber Fox (2023) :
Platformer 2D, Combat
Game designer, Character artist
Game Jam at Ynov, 4 people

The First Spear (2022) :
Action/adventure, 3^e person
Game designer, Character Artist, Rigger
Secondary Project at Ynov, 4 people

The Holy Shovel (2021) :
Adventure game, Humor
Game designer
Secondary Project at Ynov, 4 people

Interests

Video games:
All narrative games:
adventures, RPGs,
Immersive Sims,...

Dragons:
From mythology,
video games, cards
and other media.

History and mythology:
I like all eras, although I have a
slight preference for ancient Egypt.

Handball:
I was a player for a long time and a
trainer for a while.

Languages

-French (native language)
-English (level B1)



Qualities

-Meticulous
-Curious
-Patient
-Organised

Formations

-Master Game design, Ynov Bordeaux, currently
-Bachelor Animation 3D and video game, Ynov Bordeaux, 2020-2023
-Handball Coach, F.F.H.B. diploma, 2020
-B.A.F.A., 2019
-Bac S, Les Iris, Lormont, 2017