ALEXANDRE RICHER

CAREER OBJECTIVE

Managing efficient video game teams, promoting synergy, empowerment, motivation, and teamwork.

COMPUTER KNOWLEDGE

Programming Langages

- C++ (Object-oriented, Visual C++, MFC), C++ 11/17C, C#
- ActionScript 1/2 /3
- HTML/ASP/PHP
- Java/Servlet/JSP
- Javascript
- VBScript
- Basic, Visual Basic 6.0, VB 2005, VB.NET

Operating System/Dev Kits

- Windows/all versions, DOS
- UNIX (Sco, Sun), Linux
- Xbox & PS consoles
- Dev kits

Software/Middleware

- Autodesk Scaleform 2.3/3.x/4
- MS VS all versions + VA
- Adobe Flash CS3/4/5/6
- Confluence/Jira
- OfficeVibe
- Microsoft Office/all versions
- Sony SDK (PS3/PS4)
- Microsoft Xbox XDK
- Microsoft Windows SDK

EXPERIENCE

2021-Present   Square Enix Montreal   Montréal, Québec
Development Director (technology)
[Unannounced Project] – Android/iOS

2013-Sept 2021   Ubisoft   Montréal, Québec
Lead UI
[Unannounced Project] –[PS5/Xbox Series X]
Lead UI
[Far Cry 5] –[PS4/Xbox One]
Team Lead Programming – mission along WD's UI team to ship.
[Turing – Cancelled Project] –[PS4/Xbox One]
Team Lead Programming
[Watch_Dogs 2] –[PS4/Xbox One]
Generalist Programmer
[Watch_Dogs] –[PS3/PS4/Xbox 360/Xbox One]
- Development and low-level optimization of the user interface of the game.

2008-2013   Eidos Montréal/Square-Enix   Montréal, Québec
UI Developer/Generalist Programmer (UI specialisation)
[Deus Ex: Mankind Divided]-[PS4/Xbox One]
- UI architecture, development & optimization of the user interface/gameplay features.

[Tomb Raider]-[Xbox 360/PS3]
- Developing the UI game elements with *Crystal Dynamics* for *Tomb Raider* title, as well as establishing a UI structure for artists and programmers with reusability, performance and usability in mind.
- Creation of a component's library used by artists/programmers + Peer Reviews + art support.

[Deus Ex : Human Revolution] / [Deus Ex - The Missing Link]-[Xbox 360/PS3]

- Programming of the UI elements on Xbox 360/PS3/PC in C++/ActionScript (2.0/3.0) for the major title "*Deus Ex: Human Revolution*", using the *Scaleform* middleware where high performance and low memory consumption is necessary.
- Establishment of work methodology, code standards and UI structure in *Deus Ex's* pre-production along with the art director's requirements. TRCs/TCRs were met on first pass.
- Training/support of new artists/programmers and *Nixxes* (PC port).

2007- 2008   Bluestreak Technology   Montréal, Québec
ActionScript Developer/UI Specialist

- Object-oriented ActionScript 2.0 programming (optimized coding and memory management) on embedded systems.
- Responsible of the Bluestreak MobileTV project including the release of customized versions to various customers such as T-Mobile Hungary (including remote support as well as on-site deployment at their Budapest offices), KPN and China Mobile.
- Development of the UI for LG's first touch-screen phone (*codename LG Renoir*)
- Collaboration between artists and designers for the graphic integrations and animations for all of the Bluestreak applications development.

2005-2007   Jean Coutu Group   Longueuil, Québec
Analyst-Programmer

- Analysis, development, configuration, installation and documentation of the point of sale (POS) system operating throughout the whole Jean Coutu's network (Quebec, Ontario and New-Brunswick) with their existing methodology.
- Third level support and incident management for all of the Jean Coutu pharmacies.
- Source-code management under UNIX with SCCS, UNIX shell scripting (cronjob, inittab, shell script) and UNIX system configuration.
- OS migration from their legacy UNIX cashiers system to a new Linux distribution of all of Jean Coutu's pharmacies.

2002-2005   CGI   Montréal, Québec
Consultant/Expert Analyst

- Technical support of multiple applications for the Bell Canada/CGI/YPG networks. Acted as senior consultant for the resolution of any major or complex incidents on the Bell Canada's or CGI's network.
- *Lantern* application development, responsible of troubleshooting *Bell Sympatico High-Speed* network incidents + internal applications for productivity and support improvement.

EDUCATION

2005-2008   Université du Québec à Montréal   Montréal, Québec
Started computer certificate

1999-2002   Champlain Regional College   St-Lambert, Québec
Computer Science (420.01)

- D.E.C.

LANGUAGES

French, English (spoken, read and written)

QUALITIES

Resourceful, proactive, empathic, creative, conscientious, hard worker and social.