

ALEXANDRE CLOS-MANESCAU

SOFTWARE ENGINEER | GAME DEVELOPER

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 Website

 France / International mobility

Experience

Bashroom [Internship 2024]

- R&D Software Engineer - Rust

Epitech Innovative Project [2024-2025]

- Unreal Engine 5
- AI-driven procedural content
- Mentored by experienced game dev

Freelance [2023-2025]

- 3 mobile apps (client & staff)
- Backend with ticketing system
- Infrastructure and deployment

Soft skills

Proactive & autonomous

Adaptable & curious

Teamwork & receptive to feedback

Rigorous & organized

Motivated & resilient

Languages

French (Native)

English (B1)

Interests

Video games

Cybersecurity

Piano

Software engineer who loves how games combine creativity and technical work to create memorable experiences. Driven by challenges and continuous improvement, I am drawn to technical roles where I can solve challenging problems, collaborate with talented teams, and contribute to high-quality projects.

Technical Skills

C/C++ experience

- C & C++ (5 years)
- Memory management
- Architecture and code quality
- Debugging and performance optimization

Unreal engine 5

- Network / Replication
- Modular plugin development
- Gameplay Ability System (GAS)
- Online Subsystem, State Tree
- CommonUI and UMG basics

Version control

- Git (5 years)
- Perforce P4V (2 years)

Additional Skills

- Agile methodologies (Scrum & Kanban)
- Applied maths (High School advanced maths track)
- Jira and GitHub Project

Education

EPITECH France [2021 - 2026]

- Expert in Software Engineering C/C++
- RNCP Level 7 (Master's Degree)

Keimyung University South Korea [2024-2025]

- Game Development (Unreal Engine, Unity, VR)
- Applied Mathematics & Computer Graphics
- Microdegree in Game Design
- 3D Modeling & Animation