

Looking for a 4-month internship in **Producing / Project Management** starting June 2019

PROFILE

Having worked for an international AA publisher, I currently have the wish to get in a development studio to sharpen my skills and develop my knowledge in game production with an experienced team. What I look in a studio is its capacity to stimulate camaraderie, fairness in the workplace, while obviously striving for excellence with ambitious games.

EDUCATION

2018 - Current

Master 1 In Game Design & Management, ongoing
Rubika Supinofgame, Valenciennes, France

2015 - 2018

Bachelor In Game Design & Management
Rubika Supinofgame, Valenciennes, France

2012 - 2015

High School Diploma in Science, with honors
Lycée Édouard Branly, Nogent-sur-Marne, France

EXPERIENCE

July 2018 - September 2018 (3 months)

Associate Line Producer Junior Intern / FOCUS HOME INTERACTIVE

Projects: **Spintires: MudRunner - American Wilds** (Saber Interactive / PC-PS4-XONE-SWITCH) / **The Council** (Episodes 3 to 5 / Big Bad Wolf / PC-PS4-XONE) / **MudRunner 2** (Saber Interactive / PC & Consoles)

- + Interactions with business and marketing teams to prepare the games' release
- + Supervision of the age rating process and localization of these games
- + Definition with my internship supervisor of the development's priorities to match the planning
- + Tests, feedbacks and recommendations to the development teams to improve the projects' quality
- + Prioritization of the bugs' treatment for the milestones' deliverables with Mantis and Jira
- + Post-release monitoring and patching (The Council Episodes 3 and 4)
- + Beta preparation and supervision with the Community Management team (MudRunner - American Wilds)

PROJECTS

October 2018 - Current

Team Manager (6 persons)

Project: **Birthday Party** (PC, Unity 3D)

- + Action / Sandbox game
- + Set to be released on STEAM in Q1 2019
- + Scheduling / Agile Management
- + Modelization / Texturing / UI + UX Design

April 2018 (5 days)

Team Manager (7 persons)

Project: **Scuba Boom** (Android, Unity)

- + Vertical scroller action game
- + Made in collaboration with **GAMELOFT**
- + Scheduling / Game Design
- + Sound Design

November 2017 - February 2018 (4 months)

Team Manager (3 persons)

Project: [Camp.us](#) (PC, Unity)

- + Social message open-world game
- + Made for [MICROSOFT IMAGINE CUP](#)
- + Scheduling / Game Design / Mission Design
- + Level Design / UI + UX Design / Narrative Design

May 2017 (5 days)

Team Manager (6 persons)

Project: [Never Ending Disco Love](#) (PC, Unity)

- + Twin-stick shooter
- + Scheduling / Game Design
- + UI + UX Design

VOLUNTEERING

2010 - 2015

Event Organizer (30 persons)

[Youth Municipal Council of Bry-sur-Marne](#)

- + Organization of parties for young people, afternoons in retirement homes to avoid isolation for elderly people, afternoons in hospitals for children

2017 - 2018 (20 months)

Vice-President (25 persons)

[Students Association Supinfogame France](#)

- + Organization and host of various events
- + Participation in the students' life in school
- + Assist to the President in his missions

2014 - 2015

Legal person in charge of the Junior Association (25 persons)

[Youth Solidarity Committee of Bry-sur-Marne](#)

- + Co-management of a fundraising for a humanitarian project in Togo

SKILLS

Producing

Project & Tasks Scheduling for multidisciplinary teams
Waterfall & Agile Knowledge: Scrum / Kanban
Communication / Documentation / Quality Assurance

Game Design

3Cs / System Design
UI + UX Design
Level Design: Level Building + Mission Design

Languages

French: Native language
English: Fluent
Spanish: Basics

Softwares

Game Engines: Unreal Engine 4 / Unity 3D
Organization & QA: MS Office, Jira, Mantis
Art Softs: Photoshop / Illustrator / 3ds Max / After Effects

INTERESTS

Cinema: Shane Black / Edgar Wright / Matthew Vaughn / Guy Ritchie / Phil Lord / Christopher Miller

TV Shows: The Office / Community / Man Seeking Woman / Brooklyn Nine-Nine / Parks and Recreation / Archer

Video games: Shooters (DOOM, Rainbow Six: Siege) / Action-Platformers (Sly Cooper, Ratchet & Clank, Grow Home)

Music: Disco (The Pointer Sisters, KC & The Sunshine Band), Humorous (The Lonely Island, Les Fatals Picards)

Sports: Workout (2 times per week) / Karate (7 years) / Badminton (4 years)

Comic-book writers & artists: Alex Ross / Grant Morrison / Jae Lee / Mike Mignola / Mark Millar

"So Bad They're Good" Movies: Megaforce / Ninja III: The Domination / Troll 2 / Road House

References available upon request

If you have any questions, feel free to contact me!