

Looking for a Producing position starting from July 2020

PROFILE

Having worked for an international AA publisher and an outsourcing company, I currently have the wish to join a development studio to sharpen my skills and develop my knowledge in a full 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 2 In Game Design & Management, ongoing
Rubika Supinfogame, Valenciennes, France

2015 - 2018

Bachelor's Degree In Game Design & Management
Rubika Supinfogame, Valenciennes, France

2012 - 2015

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

EXPERIENCE

June 2019 - September 2019 (4 months)

Assistant Producer Intern / BLACK SHAMROCK - A VIRTUOS STUDIO

Projects: [The Lord of the Rings: Adventure Card Game](#) (Fantasy Flight Interactive / PC-PS4-XONE-SWITCH) / [Undisclosed projects](#) (PC & Consoles)

- + **Assist leads and producers** with planning, task tracking, bug tracking, and global project progress
- + Work with development teams to **remove obstacles in the production of the outsourcing contracts**
- + **Update task progress** and **prioritize bug's treatment in Jira's database**
- + Take notes and communicate information during and after meetings
- + Be the **bridge of information** between the various Virtuos outsourcing studios and the clients
- + **Define pitch and proposal documents for multiple tender processes** in collaboration with Black Shamrock's studio leads: Delivery Content, Communication Process, Staffing & Budget, Roadmap, Risk Assessment

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 3-5 / Big Bad Wolf / PC-PS4-XONE) / [SnowRunner: A MudRunner Game](#) (Saber Interactive / PC & Consoles)

- + **Interactions with business and marketing teams** to prepare the **games' releases**
- + **Supervision of the age rating process and localization** of these games
- + **Definition** with my internship supervisor **of the development's priorities to match the schedule**
- + **Tests, feedback** and **recommendations** to the development teams to improve the projects' quality
- + **Prioritization of the bug treatment for the milestones' deliveries 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

April 2019 - Ongoing

Producer & Vision Owner (8 persons)

Project: [Tough Kookie](#) (PC, Unreal Engine 4)

- + Third-Person Beat'em Up with Creation Mechanics
- + Working on the pre-production of a vertical slice
- + Scheduling / Creative Vision
- + Level Design / UX Design / Narrative Design

October 2018 - February 2019 (5 months)

Team Manager (6 persons)

Project: [Birthday Party](#) (PC, Unity 3D)

- + Systemic Action Game
- + Scheduling / Game Design
- + Modelization / Texturing / UI + UX Design

VOLUNTEER WORK

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 (5 persons)

[Students Association Supinfogame France](#)

- + Organization and host of various events
- + Participation in the student 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 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

Software

Game Engines: Unreal Engine 4 / Unity 3D
Documentation & QA: MS Office / Confluence / Jira / Mantis
Basic Art: 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: Karate (7 years - Solo & Team Competitions) / Badminton (4 years - Solo & Team Competitions)

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!