

SUMMARY

- 7+ years experience in the video game industry as producer and programmer.
- Shipped 7 titles and worked on 10+ titles for iPhone/iPad, Android, PC, PSN, Wiiware.
- Strong leadership qualities with a self-starting attitude.
- Ability to mediate and to ensure good communication between programmer, designer, artists and management due to my diversified background and an easy to approach personality.
- Sharp minded and known to be a problem solver on design, technical or production issues.
- Excellent organization skill and proven multitasking ability while assuming multiple roles on my past projects.
- Over 20 years passion for playing games on multiple support.

PROFESSIONAL EXPERIENCE

Gameloft

Video Game Producer

*Montreal, QC
January 2007 - Present*

- Manage and coach teams of 40+ programmers, artists and designers with an emphasis on communication at all time.
- Schedule, prioritize and follow-up on tasks to ensure project completion in time and budget.
- Define and present deliverables to outsourced management. Analyze and ensure feedback completion afterwards.
- Fully responsible of the entire production cycle: concept, budget, pre-production, production, QA, localization and submissions.
- Create processes, best practices and help define production pipe line to increase team productivity.
- Bugs tracking and assignment throughout the project.
- Contribute to the game design, integration and various production needs (scripting, tools, etc...).

Shipped Titles:

- ➔ 2011 - Gangstar Rio: City of Saints (iPhone / iPad / Android)
- ➔ 2011 - Dungeon Hunter Alliance (PSN) as a closer at the end of the project.
- ➔ 2010 - Gangstar: Miami Vindication (iPhone / iPad)
- ➔ 2009 - Gangstar: West Coast Hustle (iPhone)
- ➔ 2009 - Sexy Poker Manga (WiiWare) as the initial producer.
- ➔ 2008 - Dogz2 (Mobile)

Additional Projects:

- ➔ Producer on a Guitar Hero like game (WiiWare)
- ➔ Producer on a DJ Hero like game (NDS)
- ➔ Producer on Splinter Cell Conviction (NDS)

Premiere Heure

IT Manager

*Saint-Cloud, France
December 2003 , October 2006*

- Fully responsible for the 100+ machines and 10+ servers of the company.
- Purchasing manager and decision-maker on IT equipment and telephony.
- Migrated and renewed the entire company network (Migration to Linux servers, PCs, wires and phones).
- Managed and coached IT administrators and assistants.
- End users training and support

Ornis**Network Administrator***Paris, France
October 2002 , November 2003*

- Administration and maintenance of the ISP servers and network.
- Worked on Windows and Linux based servers (Mail, Web, DNS; backup servers).
- Level 1 and 2 user support.
- Was trained to advanced Linux server configuration and administration.

Nadeo**C/C++ Programmer***Issy-Les-Moulineaux, France
March 2000 , September 2002*

- Tools developer for Nadeo's game engine and editor.
- Developer and consultant for the Virtual Skipper 2 game.
- Tools and various development on prototypes to demonstrate Nadeo's game engine (FPS, Simulation, Racing).

Shipped Titles:

- ➔ 2002 - Virtual Skipper 2 (PC)

Additional Projects:

- ➔ Cyberdrive, prototype of a bike racing game (PC)
- ➔ Lanfeust, prototype of an adventure game based on the Lanfeust comics series (PC)
- ➔ Windracer, prototype of an arcade sand yacht game (PC)

Coktel / Vivendi Universal**C/C++ Programmer***Meudon, France
February 1999 , February 2000*

- UI and behaviour programmer on an educative game in 3D.

Additional Projects:

- ➔ Katego (PC)

SKILLS

- Software: Microsoft Office, SVN, PowerPoint, Project, JIRA, Share point, 3DSMax, Photoshop and common video game production tools.
- Development: experienced with scripting and C/C++ programming
- Tools and automated processes: good knowledge of Perl, Python and shell scripting (sh, bash, etc...).
- Languages: French as first language, excellent written/oral skill in English.

EDUCATION

- "DUT Informatique – Génie Informatique": University diploma of technology in computers. 1998 – University of Lyon 1 – Lyon, France
- "Bac S – Physique / Chimie": High School diploma in sciences, options physics and chemistry. 1996 – High School Saint-Louis – Orange, France