

## Formation

**2014 – 2019:** Master's Degree in Game Design & Management - [Supinfogame Rubika](#) - Valenciennes,

- Team projects, Planning, Prototyping, Documentation, Level Design, User Experience

## Professional experiences

**2020:** [Paradox Interactive Publishing](#) – Associate Producer – 6 months - Stockholm, Sweden

Worked on **Vampire the Masquerade: Bloodlines 2**, with a team of 20 people and an external a studio of 120 people.

- Collaborating in Editorial Reviews such as Milestones Reports and Sprint feedback
- Handling next and current gen console development focusing **quality, performance** and **optimization**
- Maintaining the **production team budget** and creating new **financial scenarios**
- **Coordinating internal** and **external teams** through feedback, clarifications and requests

**2019:** [Quantic Dream](#) – Associate Producer - Internship – 6 months - Paris, France

Worked on an unannounced AAA game & the PC port of **Detroit: Become Human**, with two teams of 30 people

- Collaborating with the Producer to achieve the **Milestones goals**
- Creating documents to **easily update the staffing plan**
- Working in close collaboration with Outsourcers for the port compatibility testing
- Assessing priorities and monitoring the UI's finalization for the port

**2018:** [Nolaroads](#) – Associate Producer - Internship - 4 months - Paris, France

Worked on 2 mobile games including one in soft launch, in a studio of 30 people.

- **Day-to-day monitoring** of the soft launched project's team with **Jira Software**
- **Submitting updates** for **App Store Connect & Google Play Console**
- Creating new **processes & documentation**
- **Preparing & participating** in **management meetings**

**2017:** [Fishing Cactus](#) - Game Designer - Internship - 4 months - Mons, Belgium

Worked on **Urbance**, a **Card game** based on a **Canadian studio's IP**, with a team of 6 people.

- In charge of **communication** with the Canadian studio and **managing** their asset list
- **Designing** and **integrating** the main **AI**, in close collaboration with the main programmer

**2015:** [Anuman Interactive](#) - Game Designer - Internship - 2 months - Paris, France

Worked on **Syberia 3**: a Double-A 3D adventure game, with a team of 14 people.

- Verifying the **production** of game design related tasks by the outsourcing studio
- **Identification** of potential **issues** for the production

## Projects

**2020:** [Control 3D fanart](#) – Personal Project - Ongoing – Unreal 4

3D environment inspired by the game **Control**, to deepen my knowledge of **art pipelines and processes**.

**2019:** [Black Hive](#) – Producer – Graduation Project - 9 months – Unreal 4

Asymmetrical multiplayer confrontation game, with a team of 8 people.

## Skills

**Software:** Jira Software, Hack'nPlan, Microsoft Office, Unity, Unreal Engine, Git, SVN, 3DSMax, Substance Designer and Painter, Photoshop, Illustrator.

**Languages:** French native, English fluent

## Interests



Journey;  
Bloodborne;  
Shadow of the Colossus



Swimming



Cosplay,  
Sewing and crafting