



Game Developer

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GAME INDUSTRY XP

Game Producer

Asobo Studio

2023 - Current

Description: Producer for DLCs on a live game and for features on its upcoming sequel

Responsibilities: Localization, Audio and Engine features, Transversal features, Writing pipeline

Games: Microsoft Flight Simulator ([Game page](#))

Independent Game Developer

Self-employed

2021 - 2023

Description: Game development for web, PC and consoles

Responsibilities: Production, Game Design, Art Direction, Programming

Games: [Catastrophe Chaos](#), [Space Evasion](#), [Color Maze](#), [Nuclear Reaction](#)

Creator of an indie game studio

Kluster Games

2016 - 2018

Description: Creator of the studio, game designer, producer, programmer

Responsibilities: Production, Game Design, programming, communication, studio admin

Games: Struggle for Light (<https://bit.ly/3C411gs>)

Skills

- Godot Engine
- Unity
- Game Maker
- Blender
- Source Tree (GIT)
- Trello
- KRITA
- Inkscape
- Aseprite
- Ocenaudio
- OBS Studio
- Bug Tracking (ADO)

WORK EXPERIENCE

Logistics Methods Engineer

Groupe CréO

2019 - 2021

Description: Part of the direction team of the company's warehouse (over 1000 containers/year)

Responsibilities: Review, analyse, officialise and improve warehouse processes; manage transversal projects and teams: elaborate standard procedures, reports and KPI; Key user of the WMS REFLEX

University Professor

ei.CESI – engineering school

2017 - 2018

Description: Professor for students from license to master (BAC+2 to BAC+6)

Responsibilities: Development of the educational program for the following subjects: project management, continuous improvement, root cause analysis and problem solving, risks analysis

Continuous Improvement Consultant

Davidson consulting

2013 - 2016

Description: Management of projects aiming to improve company's performance (client: GSK Vaccines)

Responsibilities: Implementation of project management tools (KPI, impact/effort matrix, dashboards, reports), customer needs analysis, Process mapping and improvement, change management

Methods and Maintenance Manager

Pébéo

2009 - 2012

Description: Management of two departments in a family company of 150 people

Responsibilities: Process mapping and improvement, project management, ergonomics, technical data management of ERP X3, team management, international project coordination, maintenance

Skills

- Project Management
- Continuous Improvement
- Quality management
- Methods
- Ergonomics
- Team Management
- SCRUM
- Reporting & KPI
- Administrative tasks
- Microsoft Office Expert
- Degrees:
 - Industrial Engineer from INSA de Lyon
 - Electrical Engineer from UFSC – Brazil
- Languages:
 - English
 - French
 - Portuguese
 - Spanish

PERSONAL INFO

Interests

Video and board games, Fantasy & Sci-fi literature, travelling (world tour 2012-2013), scuba diving, science & technology, cinema, animes, 3D modelling and printing, open-source

Skills

- Creativity
- Communication
- Organization
- Team spirit
- Problem Solving