

PROFESSIONAL EXPERIENCE

2017-Present CEO - FOUNDER / OPAL GAMES

- Original game publishing: marketing, UX consulting, PR, store relations, third-party business deals
Powernode, Un Pas Fragile...
- Work for hire for various companies:
 - **CEA**: game design and scenario of a science game
 - **CNRS**: design and development of a gaming app about climate change
 - **Sony Television**: design of an escape game TV show
 - **TF1**: design of a transmedia toys line based on *Marblegen* series
 - **Plug In Digital**: porting and update of various games (*Ana the Game, Away...*)
- Gamification consulting (for BVA, June Marketing...)

2012-2016 PROJECT MANAGER - GAME DESIGNER / BULKYPIX

- Created concepts, responsible for quotations and managed work for hire
Joe Dever's Lone Wolf, PlayStation All-Star Island, Red Bull Air Race, Cleanopolis VR (for EDF), Calimero's Village, LoliRock, Maya the Bee: The Ant's Quest...

2011-2012 TRANSMEDIA PROJECT MANAGER / AGAT FILMS

- Managed development of the game *Type Rider* (Steam, PS4, Switch, iOS, Android), co-produced by Arte

2011 PROGRAMMING TEACHER / GOBELINS

2010 AGE RATING PROJECT MANAGER (intern) / UBISOFT

- Various missions on about 30 games:
Assassin's Creed: Brotherhood, From Dust, Just Dance 2...
- Wrote an essay about violence depiction in video games

2009 QA TESTER (intern) / LEXIS NUMÉRIQUE

2005-2008 FREELANCE VIDEO GAME REVIEWER / 20MINUTES.FR

EDUCATION

2011-2012 **GOBELINS / CNAM-ENJMIN**
Specialized Master - Interactive Digital Experiences
With high honors - Major in Programming

2005-2010 **ECE PARIS**
Master Degree in Computer Science
Major in Audiovisual and Digital Media
2009 - **University of California (Irvine)**
Summer school - Business Management
2007 - **Concordia University (Montreal)**
One semester

ACHIEVEMENTS

- 2020 - Pégase Award for Best First Game (*Un Pas Fragile*)
- 2019 - Apple Game of the Day (*Powernode*)
- 2016 - Official selection and exhibition for Paris "Nuit Blanche" (*The Dream of Polifilo*)
- 2016 - Apps Trophy for Best VR App (*Cleanopolis*)
- 2015 - Kongregate Game of the Week (*Guess*)
- 2013 - EIGD Award for Best Artistic Consistency (*Type Rider*)

SKILLS

Creative Management

Game and narrative design
Transmedia storytelling
Gamification

Game Producing

Programming

C# - HTML5 - Unity3D

Languages

English, French, German
+ Indonesian, Japanese (basics)

HOBBIES

Game jams

Cultural activities

Wikipedia admin since 2008

Movie podcaster at "La 3ème rangée" (2k+ subscribers)

Film festival member of the jury
- Annecy Animation Festival 2020
- Paris Korean Film Festival 2016

TV quiz show contestant

Applied arts

Attended courses at Sorbonne University as a free listener

Sports

Judo (junior competitor)
Swimming
Basket-ball