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**CAREER
OBJECTIVE**

To obtain a challenging position as a manager and to have the opportunity to share and increase my experience.

EXPERIENCE

April 2005- July 2008 **PRODUCTION DIRECTOR**
Elsewhere Entertainment / 10Tacle Studios Belgium, Charleroi – Belgium

- In order to increase the Return of Investment of the company, a part of my job consisted in the deployment of the SCRUM management methodology for all the projects, first in the Belgium company and after in the Singapore branch of the 10tacle Group
- Set-up and management of the productions
- Set-up of the major tools for the Human Resources follow-up

2003 – March 2005 **PRODUCTION DIRECTOR**
Exkee, Paris – France

- Co-founder of the company
- Management of the mobile games productions
- In charge of the international relationship with the major actors of the mobile games market.

Oct 2002 – Nov 2002 **DEVELOPMENT DIRECTOR**
DARKWORKS, Paris – France

- In an expansion's strategy, I integrated the Darkworks team as Development Director.
- My role was to set up the management requirements and to manage multi-projects developments on the technical side:
 - Set up a new production process
 - Management of the development
 - Management of the development team

2001 - 2002

CEO AND PRODUCTION MANAGER
GOONIX STUDIO, Poissy - France

- Co-founder of Goonix Studio, company with a video game development activity
 - Management of a Playstation®2\PC title developed for a French publisher based on the *Face Off* movie license:
 - Set up the team
 - Management of the production
 - Management of the relationships with the different partners of the industry
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2000 - 2001

TECHNICAL DIRECTOR
CRYO, Paris - France

- Developed the consoles technology components in the existing Technical PC-oriented department
 - Added the multi-platform philosophy, associated with production processes
 - Taught the consoles procedures (Nintendo, Sony, Microsoft) to the Production Department.
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1998 - 2000

PRODUCTION MANAGER
CRYO, Paris - France

- Was in charge of all the consoles developments. We developed Playstation, Gameboy, Playstation®2 titles. I was responsible of a total of 12 released games (a few were made on PC in parallel). Giving me the opportunity to manage different teams of different size on projects of various complexity.
 - Established good and rich relations with the consoles constructors, with a good knowledge of their procedures and their applications
 - Worked on the set-up of the tools and the procedures for the human resources management. Tools and procedures I used in my day-to-day work.
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1997

TECHNICAL LEAD
DH Interactive, LLC, Milwaukie (OR) - USA

- Defined all the technical choices for the PC / Playstation game, Hellboy, based on the comics book of Mike Mignola (6 months)
- Hired the programmers team

1995 - 1997

LEAD PROGRAMMER
CRYO, Paris - France

- Validated all the technical choices for a Playstation game project for MTV
- Developed the main part of the game and managed the programmers team (we were five programmers)
- Managed all the approval process

1994 - 1995

MAIN PROGRAMMER
CRYO, Paris - France

- Developed a Sega MegaCD console game, working in collaboration with the programmer who was developing the game on Nintendo SuperFamicom

EDUCATION

1989 : Bachelor of science

1992 : University certificate of science (DEUG A)
University 'Pierre et Marie Curie, Versailles 78000 - France'

1995 : Engineer in computer science, specialized in software architecture
Institut des Sciences et Techniques des Yvelines (ISTY) - Versailles 78000 – France

SKILLS

- C\C++ - Assembler (CISC \ RISC) - Lisp - Pascal - Prolog
- Compilation : Lex, Yacc
- Merise - Merise OO - UML
- OS : Windows \ Unix \ Linux
- Win32, Direct X, OpenGL
- Different other software related to specific hardware as consoles and mobile phones

- Good experience in Management – 12 years (completed by a training)
- Good knowledge in projects management, with strong skills in *Waterfall* and *Agile* methodologies application.
- Used to the application of procedures
- Good knowledge of the software market
- Excellent oral and written communication skills

- Languages
 - *French* : birth language
 - *English* : writing and spoken - good
 - *Japanese* : writing and spoken - intermediate

INTERESTS

- Video games
- Travels
- Chinese calligraphy