JULIEN GUERAND: "The Wild Card"

Producer with a +

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The Plus — Why be good when we can be better?

7 — Julien Guerand — The Attack and Defense Values (*) are equal to: "Job requirement +1" — Producer

Skills:

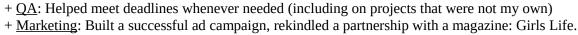|	
Production tools:	Jira (with Greenhopper), Trac, Project, SVN, Twiki, Office
Game engine:	Unity, UDK, Gamemaker
Language (programming):	C#, Java, Javascript, Haxe, HTML, Caml, Maple
Language (communication):	English (bilingual), French (native)

Experience:

2012- Current **Producer** (and more)   Numedeon, Inc. Pasadena CA – Content creation for a virtual world: Whyville.net

Managed simultaneous projects using competing resources, Revisited the production process: switching to more adapted tools and revisiting meetings frequency and length.

+ QA: Helped meet deadlines whenever needed (including on projects that were not my own)
+ Marketing: Built a successful ad campaign, rekindled a partnership with a magazine: Girls Life.
+ Game Design: Conceived new game motifs, revamped others and built many levels.
+ Programming: Created an analyzer for user puzzles (including fraction and matrix libraries for Haxe). Coded an algorithm for customized emails. Built pages of puzzles to facilitate clients presentations.

2003-2010 **Math Teacher** and   Education Nationale - France
Head Professor

Built annual progressions to match national standards and student needs while maximizing interest.
Managed Communication inside the teaching team and with the students' parents, through the implementation of new web-based technologies.

+ Created and managed 2 chess clubs and 1 strategy games club.
+ Built a partnership with local theater and region administration to provide acting classes.
+ Managed a partnership between middle and elementary schools to build a mathematics competition.
+ Participated in special math classes helping problem kids reintegrate normal school life.

Projects:

PlayMath™	Budget of $600,000 over 3 years, with schools and curriculum specialists. Details under NDA
Distressed Avatars	Partnership with MSPP: help adolescent understand their emotions.
Whoi Submarine	Millions of real pictures categorized by kids to help microorganism scientists from WHOI.
Vampire Power	Teach energy efficiency in a game spread throughout a virtual world. (partner UNT)
Wardrobe	Develop a new tool allowing kids to store an avatar for later use. (internal)
Parties and contests	Various internal event for the community.
Tyrant sim and optim	Retro engineered *Tyrant Unleashed* and built a tool to evaluate winning chances of different decks. (Javascript) ~500 daily page views while maintained.
Narcosis	Student project continued by part of the team http://narcosis-the-game.com/
Cauchemar	Student project. Won an international student competition: ACE 2011 (Lisbonne)

Education:

2012   **MS: Game Design** (specialty in Production)   ENJMIN (Angouleme, France)

2002   **MS: Mathematics** and **Teacher Certification** University Paris VI (Paris, France)