



Eddy Abada

Currently an **Assistant Producer Intern** at Lucid Realities, I'm looking for a job opportunity (available from september 2022)

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SKILLS

Project Management

- **SCRUM** (product backlog management, sprint planning, retrospective)
- **Risk Analysis**, **Cost Management**
- **Documentation**
- Team Management (**team meeting**, **coordination**, **facilitation**)
- **Communication** (documentation, project presentation, customer communication)
- Knowledge of the specifics of **video game production** and **stakeholders**

Design

- **Game design**, narrative design
- **Unity development** and **integration**
- Articulation of the fields of **academic research** and **creativity**



TOOLS

Project Management

- MS Project, Excel, Notion
- Jira, Trello, Hack'n Plan
- Adobe InDesign, Photoshop
- Suite Office & Google Suite

Design

- Unity, UE4
- C#
- Twine, Inky
- 3DS Max

Languages

- French (native)
- English proficiency



EDUCATION

Master's Degree in Humanities and Creative Industries (Major in Video Game Production)

University of Côte d'Azur – Cannes

2020 - 2022

Bachelor of Science (BSc) in Video Game Design

University of Quebec at Chicoutimi – CANADA QC

2019 - 2020

Associate's Degree in Computer Science (Special Year)

IUT Paris Descartes – Paris XVI

2018 - 2019

First two years of the French Law Bachelor's Degree (Minor in Anglo-American Law)

University of Cergy-Pontoise – Cergy

2016 - 2018



EXPERIENCE

Associate Producer Internship march. 2022 to sept. 2022

Lucid Realities (Paris XI) – (6 months)

- Monitored the **games quality** and **deliverables**
- Applied the **SCRUM framework**
- Allowed the set up of optimized production process
- Assessed and allocated resources
- **Ensured reporting to the distribution team**
- Was a force of proposal to improve the experiences **game design** and **user experience**
- **Financial**, **administrative** and **logistical** follow-up

Web/iOS Developer Internship april 2019 to august 2019

Beyowi (Paris XIII) – (5 months)

- **Developed** a static **website**
- Achieved the **MVP** (iOS white-label app)
- **Documented** the project
- **Maintained** a web application
- Assisted the product owner and provided support for the **project specification**

Game Design Internship april 2021 to august 2021

LIRCES, INRIA (Nice Area) – (5 months)

- **Designed a VR game** for patients with age-related macular degeneration (AMD)
- **Developed** a prototype on **Unity**
- Carried out **exploratory research on adapted games**
- Worked in with a multidisciplinary **team of researchers**
- **Presented** my research work and my technical achievements during a **seminar**

VP for Seminars & Conferences sept. 2017 to may 2018

ELSA Cergy (student association) – (9 months)

- **Managed a team of 3 law students** in the S&C division
- Managed the **budget** of the S&C division
- **Organized legal seminars and conferences** as well as institutional visits for the students of the faculty