Eddy Abada

Looking for an **end-of-studies internship** as an **Assistant Producer** from March 14, 22 (**6 months**)

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⚙ SKILLS

Project Management

- **SCRUM** (**product backlog** management, **sprint** planning, **retrospective**)
- **Risk** Analysis
- **Change** Management
- 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
- 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

Product Owner - The Morrígan   sept. 2021 to feb. 2022

Student Project as part of my Master's Degree – (**6 months**)

- **Managed a team of 11 students** in video game design and development
- Applied the **SCRUM framework** and trained the team in **agile methods**
- Assessed and allocated ressources
- Monitored the game quality
- **Designed** and **pitched** an action-adventure game
- Reported the project progress to the **steering commitee**

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**

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**

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