

MORGANE BERTHOU

Video Game Associate Producer

EXPERIENCES

UBISOFT – PARIS 2013-Now

Associate Producer on **Ghost recon Wildlands**

- Management & planning for several teams (Programmers, Sound designers, Animators & Designers)
- Sprint organization for 3C, AI, Signs & Feedbacks, Menus
- Jira – Use of Agile & dashboards for tasks & bugs tracking
- Miscellaneous tasks – travel booking, video editing

MYSELF 2011-Now

Game Maker on several game projects

- Graphic designer, game designer & producer on very-short-term projects

3 HIT COMBO – RENNES 2009-2012

Communication manager (volunteer part-time job)

- E-sports event organisation
- Communication & RP
- Creation of communication supports

CHOCOLAPPS 2012

Associate Producer (3 months internship)

- Planning & organisation for several iPad projects at the same time
- Localisation management
- Audio files editing

MS PIXEL 2011

Communication assistant (2 months internship) on **Dreadcast**

- Community developement
- Création of communication supports

STUDENT JOBS 2006-2013

Waitress – Cashier – Host – Newspaper saleswoman – Post officer

EDUCATION

ENJMIN 2011-2013

- **French National Video Game School - Producer section**

Planning & management of several student projects

Experiences as graphic designer, sound designer, usability expert, programmer

NANTES & RENNES University 2008-2011

- **Bachelor degree in Communication**

Event organization

Creation of a weekly radio podcast

RENNES UNIVERSITY 2006 – 2008

- **Bachelor degree in Trilingual assistant cursus**


SKILLS

- ✓ Organisation & Planning
- ✓ Communication & management
- ✓ Task tracking tools such as Jira & Hansoft
- ✓ Microsoft Office Suite – Excel, Word, One Note, PowerPoint
- ✓ Good knowledge of the video game industry
- ✓ Fluent in French & English [895 TOEIC]

HOBBIES

 Video Games on a daily basis (multiplayer and solo games)

 Travelling

 Reading and writing

 Cooking

CONTACT

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