

## PROFESSIONAL EXPERIENCE

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### 2017-Present CEO - FOUNDER / OPAL GAMES

- Original video game publishing: marketing, UX consulting, PR, store relations, third-party business deals  
*Powernode, Un Pas Fragile...*
- Work for hire for various companies:
  - **CEA**: game design and scenario of a science game
  - **CNRS**: design and development of a gaming app about climate change
  - **Asmodee**: design and development of companion apps for board games
  - **Sony Television**: design of an escape game TV show
  - **TF1**: design of a transmedia toys line based on *Marblegen* series
  - **Plug In Digital**: porting and update of various games
- Gamification consulting (for BVA, June Marketing...)
- Teaching project management and entrepreneurship in several universities (ICAN Paris, Gobelins...)

### 2012–2016 PROJECT MANAGER - GAME DESIGNER / BULKYPIX

- Created concepts, was responsible for quotations and managed work for hire  
*Joe Dever's Lone Wolf, PlayStation All-Star Island, Red Bull Air Race, Cleanopolis VR (for EDF), Calimero's Village, LoliRock, Maya the Bee: The Ant's Quest...*

### 2011–2012 TRANSMEDIA PROJECT MANAGER / AGAT FILMS

- Managed development of the game *Type Rider* (Steam, PS4, Switch, iOS, Android), co-produced by Arte

### 2011 PROGRAMMING TEACHER / GOBELINS

### 2010 AGE RATING PROJECT MANAGER (intern) / UBISOFT

- Various missions on about 30 games:  
*Assassin's Creed: Brotherhood, From Dust, Just Dance 2...*
- Wrote an essay about violence depiction in video games

### 2009 QA TESTER (intern) / LEXIS NUMÉRIQUE

### 2005-2008 FREELANCE VIDEO GAME REVIEWER / 20MINUTES.FR

## EDUCATION

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2011–2012 **GOBELINS / CNAM-ENJMIN**  
**Specialized Master - Interactive Digital Experiences**  
With high honors - Major in Programming

2005–2010 **ECE PARIS**  
**Master Degree in Computer Science**  
Major in Audiovisual and Digital Media  
2009 - **University of California (Irvine)**  
Summer school – Business Management  
2007 - **Concordia University (Montreal)**  
One semester

## ACHIEVEMENTS

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- 2020 - Pégase Award for Best First Game (*Un Pas Fragile*)
- 2019 - Apple Game of the Day (*Powernode*)
- 2016 - Official selection and exhibition for Paris "Nuit Blanche" (*The Dream of Polifilo*)
- 2016 - Apps Trophy for Best VR App (*Cleanopolis*)
- 2015 - Kongregate Game of the Week (*Guess*)
- 2013 - EIGD Award for Best Artistic Consistency (*Type Rider*)

## SKILLS

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### Creative Management

Game and narrative design  
Transmedia storytelling  
Gamification

### Game Producing

### Programming

C# - HTML5 - Unity3D

### Languages

English, French, German  
+ Indonesian, Korean (basics)

## HOBBIES

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### Game jams

### Cultural activities

Wikipedia admin since 2008  
- In the top 10 contributors on French Wikipedia

Movie podcaster at "La 3ème rangée" (3k+ subscribers)

Member of the jury for film festivals:

- Anney Animation Festival 2020
- Paris Korean Film Festival 2016

TV quiz show contestant

### Applied arts

Attended courses at Sorbonne University as a free listener

### Sports

Judo (junior competitor)  
Swimming  
Basket-ball