

Geoffrey PINEAU

Associate Producer

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Looking for a three to four month **internship** starting in **June 2020**

As a producer I'm really into making sure everyone is involved in the project.
I'm particularly interested by managing people and projects.
Having a strong and friendly team is one of the key I try to keep during a project.

E D U C A T I O N

2019 - 2021 : Master Degree at Rubika in Game Design & Management

2016 - 2019 : Bachelor in Game Design Supinfogame Rubika

2013 - 2014 : First year in Psychology

E X P E R I E N C E

June 2018 - Septembre 2018

Producer / Lead Game Design (11people)

Atma : Adventure / Action - PC - Released on steam during february 2019 - Unity 3D

- + Managing a team composed by 11 people, keeping up the scope so the project could make it to the **release date**.
- + **Scrum method**, respecting the needs of everyone in the team and for the project.
- + **Presented** the game in convention (Paris Games Week, Indiecade, Art to play, etc...).
- + Prepared the **release on steam** and followed the project on long term.
- + Organised **playtests** and communicated **feedbacks** to the team to enhance the player's experience.
- + Won the Game Developer World Championship fan favourite and got over **30k downloads** with 90% of positive feedbacks on steam.

P R O J E C T S

January 2020 - Present

Producer (9 people)

Quash! : Arcade - Multiplayer - Virtual Reality

- + **Managed** the production team. Making sure the game will be ready with the release date.
- + **Planning** the steam release.
- + **Planning** events to show and publicize the game.
- + **Responsible** of QA and testing.

January 2019 - June 2019

Producer / Level Designer (6 people)

Skew'It: Arcade - Mobile - Unity 3D

- + **Defined** the game system. Making sure the scope was doable for the due date.
- + **Level building** in the engine.
- + **Presented** the game at shows such as Indiecade.
- + Theorised and built **Level Design Tools**, mainly using Unity's nested prefab.

November 2018 - January 2019

Game Designer / Level Designer (4 people)

Licky: Adventure - Mobile - Unity 3D

- + **Defined** the game system. Communicated and worked as a duo with the programmer.
- + **Level building** in the engine.
- + **Tweaked** of the player's progression and the flow.
- + Theorised and built **Level Design Tools**.

S K I L L S

Producing

Project scheduling for multidisciplinary team
Agile method (Scrum: followed certification)
Communication / Documentation

Game Design

3Cs / System Design
Level Design: Difficulty and player's progression
Tweak following playtests data

Languages

French: Native
English: Fluent
Spanish: Learning

Softwares

Game Engine: Unity / Unreal Engine 4
Organisation: MS Office / Google Drive / Git
Graphics Soft: Photoshop / Illustrator / Indesign

I N T E R E S T S

Rugby: Player and coach (for 10 years)

Cinema: In particular Korean cinema such as Bong Joon-ho (Memories of Murder), Park Chan-wook (Old Boy), Na Hong-jin (the Strangers)

Game of Go: Because in my opinion, it's the most perfect game ever invented. Started playing it at 8 years old, taught it for 4 years.

MMORPG: The Elder Scrolls Online, Black Desert Online, World of Warcraft.