


GEOFFREY PINEAU

ASSOCIATE PRODUCER

Looking for a **three to six month internship** as an Associate Producer starting in **July 2021**.

Managing people to make sure everyone is involved efficiently is the perfect key to maintain a production

 France (willing to relocate)  [Linkedin Profile](#)  pineau.geoffrey@gmail.com  +33 606 807 653  [Portfolio](#)

Projects

Jivana, Adventure, Solo, Unreal Engine 4
Producer (team of 11 people), Octobre 2020 - Present

- **Managed** the production team and worked with them to remove obstacles in the production.
- **Planning the outsourcing** in order to meet the project's needs.
- **Worked with** the Level Designer to define Level Design intentions and pipeline.
- **Responsible** for QA and testing.

Skew'It, Arcade Mobile Game, Unity
Producer (team of 6 people), February 2019 - June 2019

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

Education

Bachelor's & Master's degree in Game Design & Management 2016 - 2021
Supinfogame Rubika, Valenciennes, France

First year in Psychology 2013 - 2014
Poitiers, France

Languages

- French: Native
- English: Fluent

Interests

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) and 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.

MMORPGs: Teso, Wow, Bdo, Archeage and waiting for Ashes of Creation.

Shipped Games

Quash, VR Multiplayer Arcade Game 2020
Producer (team of 9 people)

Released on Steam

- **Managed** the production in order to release it.
- **Prepared** the release on steam.
- **Planning events** to show and publicize the game.
- **Responsible** for QA and testing.
- Won Weekly fan favourite at Game Developer World Championship.

Atma, Adventure Game 2019

Producer (team of 11 people), Game Designer

Released on Steam and Itch.io

- **Managed** the production in order to release it.
- **Scrum method**, respecting everyone's needs.
- **Prepared the release** on steam and itch.io.
- **Organised** playtests and **communicated** feedback to enhance player's experience.
- **Presented** the game in convention (PGW, art to play).
- **Won** the Game Developer World Championship and got over **70k downloads** with **90% positive feedback**.

Work Experience

Educational assistant, France 2014 - 2016

- **Supervised** a boarding school for two years, I was responsible for 42 teenagers.

Temp worker, France 2011 - 2021

- **Worked** for a total of a year and a half in factory : Warehouse, Assembly line.

Leisure center animator, France 2011 - 2017

- **Supervised and entertained** large groupe of children (up to 70).
- **Organised** several **large scale projects** according to partnership and budget with other leisure center.

Skills

Producing

Tasks scheduling for multidisciplinary team

Waterfall & Agile Knowledge : Scrum / Kanban

Knowledge of current industry trends, competitive products and best practices

Software

Project management: Office Suite / Confluence / Jira

QA & Control: Jira

Version Control: Git / Perforce

Game Engines: Unreal Engine 4 / Unity

Art: Adobe Suite / 3DS Max

Communication: huge sense of confidence when speaking with others.

Motivational leadership: always motivate my teammates believing in their skills.

Crisis management: being transparent and working as a team to find solutions.

Problem Solving: support testing process on projects to ensure the solution fits its purpose.