



Hey, That's me!

Age: 22
Nationality: French
Languages: French, English
Current Location: Lyon, France
(Open to relocation)

Key Skills

Producing

- Team Communication
- Leadership
- Agile knowledge
- Proactive
- Management
- Daily meetings
- Jira knowledge
- Gantt chart
- WBS

Level Design

- Level Design Documents
- Paper design to level building
- Game flow, learning curve, difficulty management

Game Design

- Design Documents
- Implementation Document
- Rational Game Design
- Game analysis

Contact Me

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RÉMI JALLAGEAS

Junior Associate Producer

ABOUT

I am a passionate, highly motivated and ambitious Game Design student, I developed skills in Producing and Level Design.

Managing projects and people from A to Z is super satisfying for me. Setting up a clear communication, taking care of the deadlines consideration and organising meetings to keep the team on the same page are some of the reasons why I really like this role of Producer.

STUDIES EXPERIENCES

- January to March 2019

Producer on YAADON

 - Management of 4 different teams on an ambitious collective project of 40 people
 - Frequent monitoring of the progress of the teams, regular communication around the work provided and taking initiatives for a better deliverable
- Since September 2018

Level Designer and Producer on Neon Beats

 - Creation of the environmental mechanics and platforms behaviors
 - Design the layouts of the levels on paper while considering the music coherence, the difficulty, the game flow...
 - Build the levels in the engine and fix the bugs related to the level design

Successfully released on Steam and Google Play Store
- Since September 2018

Class Representative

 - Ensure a clear communication between students and teachers
 - Taking initiatives to improve the relationships between the students, the quality of the school curriculum and the documents accessibility
- March to May 2018

Producer and Game Designer on SYNOPSE

 - Evaluate the risks, define and distribute the tasks using web tools, organize meetings with the team members and external artists
 - Design the Bosses Patterns, depending on their difficulty levels

EDUCATION

- 2017 - 2020

Bachelor's degree in Game Design
Bellecour School, Lyon
- 2015 - 2017

2-years technical degree (BTS), block-release training
Secondary School, BTEC HND equivalent, Aix en provence
PMB Alcen, factory of medical equipments manufacture, Peynier
- 2013 - 2015

A-Level (Baccalauréat) - Maintenance Technician
Secondary School, BTEC National equivalent, Saint Maximin

SOFTWARE

- Unity 3D
- Photoshop
- Maya
- Premier Pro
- Jira
- GitLab
- Sourcetree