

Hey, That's me!

Age: 25

Nationality: French

Languages: French, English

Location: Montpellier, France

(Open to relocation)

Key Skills

Producing

- · Team Communication
- Leadership
- · Agile Skills
- Initiative Taker
- · Teams Management
- Facilitator
- · Team Spirit
- Proactive
- Autonomous

Certification



Professional Scrum Master I (PSM I)

Score 91%

Contact Me



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Rémi Jallageas



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RÉMI JALLAGEAS Producer

ABOUT ME

Young Producer passionate about video game production, I invest a lot in the projects I undertake.

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.

EXPERIENCES



Since July 2020

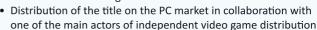
Associate Producer at Plug In Digital

- Establishment of milestones plan with the developers, then follow-up and validation of these on all premium Mobile projects, but also PC and Nintendo Switch
- Project management throughout the entire project lifecycle, from project sign-off and pre-production to post-launch updates
- Management of the production schedule and releases of premium games, in line with the global release schedule of the label
- Responsible for the outsourcing and the smooth running of the game porting, localization, and OA
- Dialogue with developers to provide feedbacks on Game Design, UI, Monetization but also with Apple and Google Play stores for featuring requests

Since February 2020

President & Co-founder of OKYO GAMES

• Taking full responsibility for the creation of the company, in order to commercialize the game Neon Beats





January to March 2019

Producer on YAADON (school)

- 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

Producer and Level Designer on Neon Beats (school)

- Creation of low-level schedules to facilitate iteration
- Setting up and application of Sprints, as well as the different Scrum Events and Artifacts



Successfully released on Steam, Apple and Google Play Stores





SOFTWARE





Trello











Microsoft

Hansoft

Jira

Photoshop

Premier Pro

Unity 3D

EDUCATION

Pachelor'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 equipements manufacture, Peynier