



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 QA
 - 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
 - Distribution of the title on the PC market in collaboration with one of the main actors of independent video game distribution
- 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



Microsoft
Office



Trello



Hansoft



Jira
(basics)



Photoshop



Premier Pro



Unity 3D

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