



Hey, That's me!

Age: 26
Languages: French, English

Key Skills

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

Awards



Finalist for Best Student Game at IGF 2020 with *Neon Beats*

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

Highly motivated producer passionate about video game production, I invest a lot in the projects I undertake.

Managing projects and teams from concept to post-launch is very satisfying for me. I have been leading successful game development projects on multiple platforms, overseeing all stages of production and shipping high-quality video game products.

WORK EXPERIENCE

Since January 2024

Associate Producer at Celsius Online

- Lead a cross-functional team of developers, artists, game designer and community manager on one of the most important projects of the company
- Removing blockers for the dev team by improving communication between key people and development staff
- Establishment of task hours for the work remaining with the team to keep track of budget and time at each stage of production
- Update of milestone schedule and improvement of project roadmap documents
- Track and report production progress and technical debt to the lead producer and technical director

Since July 2020

Associate Producer at Plug In Digital

- Creation, follow-up and validation of milestone plans with the developers on all premium Mobile projects, as well as PC and Nintendo Switch
- Project management throughout the entire project lifecycle, from project sign-off and pre-production to post-launch updates
- Conduct the production schedule and release of premium games, in accordance with the global release schedule of the label
- Responsible for the outsourcing and smooth running of game porting, localization, and QA
- Dialogue with developers to provide feedbacks on Game Design, UI, Monetization..

Since February 2020

President & Producer of OKYO GAMES

- Complete responsibility for the creation of the company (both administratively and financially) to commercialize our game Neon Beats
- Handle release management for Steam, App Store and Play Store
- In charge of collaboration with our distributor for PC and Mobile versions, regular updates and validation of deals



Successfully released on Steam, Apple and Google Play Stores



SOFTWARE



Jira



Confluence



Microsoft Office



Google Workspace



Trello



ClickUp

EDUCATION

2017 - 2020 Bachelor's degree in Game Design
Bellecour School, Lyon