

# Théo Nottez

## GAME PRODUCER

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Looking for a job opportunity starting from **January 2020**.

### PROFILE

I am aiming at game production positions. My goal is to **simplify team's work**, allow its members to develop their full potential. I have an accessibility driven approach to design. I am focusing the production's efforts into strong elements of the experience, that directly benefit the player.

### EXPERIENCE

#### BetaDwarf Entertainment, Associate Producer

Copenhagen, Denmark - Minion Masters project  
June to September 2018

Helping the team **manage production** from an update to the next on a **live PC Game**.

#### Ubisoft Paris Mobile, Assistant to the Creative Director

Montreuil, France - Mighty Quest, others (unannounced)  
September to December 2019

Understanding and **helping to enrich the game's vision** to help the team in **producing content** that makes sense for our game on a daily basis.

### EDUCATION

#### 2014 - 2019 : Masters Degree in Management & Game Design SupinfoGame Rubika, Valenciennes, France

### SCHOOL PROJECTS

#### Producer, Game Designer

- **Production tasks**; project and team management.
- **Creation** and **analysis** of **Game Concepts** and mechanics.
- **Asset production** (2D / 3D, Music and sounds).

#### Examples

##### Bubble Gum! 2019

[Released on itch.io](#)

**Producer**  
Unity - Switch  
Team of 6

Solo arcade platformer

##### Cop Academy 2018

[Released on Steam](#)

**Project manager**  
Unity - HTC Vive  
Team of 5

Local Multiplayer VR  
Party Game

##### Goods Train Fever 2017

**Consultant**  
Project design  
For Railenium - 2A2F

Serious mobile puzzler

### SKILLS

- **Accessibility** oriented development
- **Playtests** conduction and data analysis
- **Agile / SCRUM** project management
- **Mechanics** design



### Main tools



Unity



Trello



Google  
Docs



Google  
Sheets

### Familiar

- **Adobe** : Photoshop, Illustrator, InDesign
- **Microsoft Office** : Word, Excel, PowerPoint
- **Epic Games** : Unreal Engine 4
- **Autres** : Jira, Confluence, Blender, Axosoft, HacknPlan, Xcode, ChatMapper.

### INTERESTS

- I make music using synthesizers as well as softwares such as Ableton Live. I also play the guitar!
- I like mountain biking, drawing and drinking tea. I am the natural kind.
- I am very much into technology of all kinds.
- My favorite books are *A Series of Unfortunate Events*. My favorite tv show is *The Good Place*.
- My favorite games are : *Beyond Good & Evil*, *No Man's Sky*, and *Starfox*. I like space. I also like adventure and racing games, and I have played tons of 3D platformers.