

Brainy,
funny,
winning
games.

Hello,
I'm a junior project manager



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Quentin Debard

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Driving Licence

I have a deep understanding of **Game Design**, mechanics, flows and want to put my knowledge and my experience at **users' / players' service**. I enjoy **carrying projects** and **designing** them from the inside, I like **solving problems**, I do believe that maintaining **good relations** and **exchanges** with my colleagues is the best way to work.

Competences

Project Management

Milestones definition
Tasks prioritization
Multitasking
Able to manage people
Diplomatic

Game Design

Player psychology,
Concepts, gameplay, GDD
Mechanics, overviews
Rational Game Design
Free to Play model

Computer skills

Microsoft Office, Trello, HacknPlan
Adobe Photoshop, Indesign,
Basic: Unity 3D, UE 4, Illustrator,
Flash, 3ds Max

Languages

French: fluent
English: TOEIC 980
Italian: basic

Professional Experiences

- MAY 2017 - PRESENT **Kiupe** - Internship - *Production management and updating of three games of the Math Mathews' licence*
Project management, Game Design
- JAN 2017 **Dancing Madness** - *Video game made during the Global Game Jam 2017 - theme «Waves»*
Game Design, project management
- OCT 2016 - PRESENT **BAM !** - *Participative information platform about youngsters' vocational guidance (13 - 20 yo)*
Content reflexion, gamification of the user experience, pitching the project to various startups in Lyon
- JUL 2016 - PRESENT **Blend Game Jam** - *Organisation of a game jam during the Blend Web Mix event (2016 and 2017)*
Content reflexion, setting up of the event with the organising team
- SEPT 2016 - MAR 2017 **BT and GL** - *Free to play mobile games, addictive, endless, projects under NDA*
Reflexion about the **gameplay, mechanics** tweaking, writing of the **GDD, LD, project management**
- OCT 2015 **Dethunder** - *Winning game of the Blend Game Jam, made in 24h - theme "the most addictive game"*
Game Design - Level Design: definition of the concept, creation of mechanics

Education

- 2014 - 2017 Bachelor Game Design at BELLECOUR ÉCOLE, in Lyon
2012 Master's Degree in Cultural management / Book trade at UNIVERSITÉ BLAISE PASCAL in Clermont Ferrand
2010 Bachelor's Degree in Culture and heritage / Book trade at UNIVERSITÉ BLAISE PASCAL in Clermont Ferrand
2009 BTS in Business Units Management at CENTRE DE FORMATION DES APPRENTIS in Lyon
2007 Baccalaureate in Economics and social sciences specializing in english at LYCÉE SAINT-EXUPERY in Lyon

Other Experiences

- 2011 - 2012 **48h du Polar** - *Festival dedicated to crime fiction - diploma project*
Co-supervisor of the schools partnerships, **cultural interventions** in schools, **festival organisation**
- NOV 2012 - APR 2017 Consultancy for **APPEN**, an Australian company
Linguistic content creation (English and French), **quality control** (websites and web browsers)
- SEPT - OCT 2012 Internship within the **ASSOCIATION DES BIBLIOTHÉCAIRES DU LIVRADOIS-FOREZ** in Saint-Gervais-Sous-Meymont
Organisation of a special event, layout of communication papers
- 2011 AND 2012 Internship - comic books publisher: **ÉDITIONS TRIP**, Ottawa and Montreal, 2011: Creation of a **marketing plan, DTP**
Internship - role-playing game: **BLACK BOOK ÉDITIONS**, Lyon 2012: writing **newsletters, DTP**, proofreading
- 2007 - 2009 Apprenticeship at **LIBRAIRIE LA BD**, a comic book shop in Lyon
Management of stock, **customers, advising** and **selling**



Portfolio



J'ai trouvé un métier !

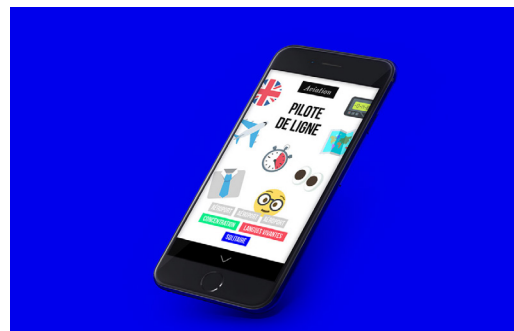
Application dedicated to **youngsters' vocational guidance (13-20 yo)**

Discover new jobs, share them with friends

Get an idea of the skills, the jobs' tasks

Facilitate choices, get our target involved in its vocational guidance

Platform : mobile



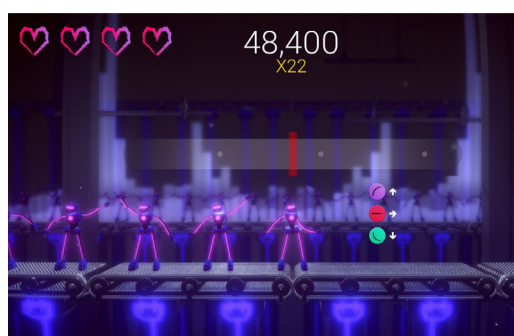
Global Game Jam 2017 game

Platform: PC

Genre: Rythm, music

Theme: Waves

Software: Unity 5



Game Jam game, **solo**, mobile and tablet computer

Platform: Android

Genre: arcade, action

Theme: "Great Scott!", addictive game

Software: Unity 5



References

Nicolas Sanchez

English teacher

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Yannick Berthier

CEO and Creative Director

Usual Makers

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Interest and Personal activities

Literature

Co-direction of *Frontières*

(a webzine 2011 - 2014)

Avid reader: comic books, fiction, general literature

Strong interest for **photography** and **design**

Video games

Story rich, platformer, puzzle, action, adventure, game for change, AFJV, Gamasutra

Music

Great interest in several musical genres, guitar player

Voluntary work

Student association at BELLECOUR ECOLE
Association Splitscreen-Review