

JOAQUIM LANCESSEUR

Associate Producer

CONTACT DETAILS

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PERSONAL PROFILE

I am a junior associate producer who is looking for a full-time job in order to enhance my skills and gain more experience and knowledge. My main ambitions are to create unique project visions, and to make my team's work environment the most pleasant possible. My background allows me to understand the needs of my coworkers.

EDUCATION

Supinfo game Rubika, Valenciennes
France

Masters Degree in Management & Game Design
2016 - 2019

IUT Angoulême, Angoulême France
Technology Degree : Multimedia & Internet
2014 - 2016

Driver Licence
Youth Work Diploma
First Aid and CPR certification

LANGUAGE

French: native
English: full professional proficiency
Spanish: fluent

INTEREST

Ski & Karate: the two main sports I've been practicing for more than 10 years.
History: I'm a history enthusiast. My favorite period is the Victorian era.
My favorite games are: *Victoria II*, *Baldur's Gate* and *Assassin's Creed Brotherhood*. My favorite genre is strategy game (especially grand strategy). I also like RPG (*Baldur's Gate*, *Fallout New Vegas*) and adventure games.
Literature: I read one book a week. Especially SF, Fantasy and history books.

EXPERIENCES

Assistant Project Coordinator

Beyond Good and Evil 2

Ubisoft Bordeaux, France | Aug. - Dec. 2019 (5 months)

AAA adventure game in development. I did the **day to day management of a team** with several people in all fields, including leads with many years of experience. **I ensured the progress of the work and the achievement of production objectives. I also tracked task & did bug management with JIRA** and process improvement with the software.

Producer

Make The Hero

Final year student project | Oct 2018 - July 2019 (10 months)

A Crafting & RPG VR Game for HTC Vive. I organized team coordination & cooperation, keeping deadlines, and dispatching tasks for everyone to work on an efficient and fulfilling way. Team of 6 people in all fields plus external staff for help. Additional game design on VR interactions.

Level Designer / Game Designer Intern

Buck The Game

Cyborn | Antwerpen Belgium | July - Oct. 2018 (4 months)

A Puzzle/adventure Mobile Game for (android & IOS). I did the creation of levels for the game and additional game design. QA to finalize the game. I also did a prototype for a VR shooter project.

Lead Game Designer

Cop Academy

Steam March 2019 | Oct. 2017 - March 2018 (5 months)

A VR Party Game for HTC Vive. Management of the direction of gameplay, creation of micro-games. Community management for the game.

SKILLS AND ABILITIES

Adobe Suite

- Photoshop
- Illustrator
- Adobe Premiere
- Indesign

Narration & Writing

Unity (C#)

Unreal Engine
(visual scripting)

Office Suite

- Word
- Excel (*macro, formulas*)
- PowerPoint

Level Design

- blockout Unity & EU4

Web Design (HTML, CSS)

Community Management

Team Management

- Meeting leading & reports
- Conflict management

Project Management

- Task breakdown & tracking
- Roadmap

Jira software

- Structure
- Expr Language

Game Design