THIBAUT CHARRON

Game designer - Producer

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born in La Rochelle, France
March the 21st 1989

CURRENT POSITION & RESUME

Line Producer
Asmodée Digital, Paris, France
2020 - Present
Project management and production support for board games adaptation

I have 10+ years of experience in various digital industries (video games, web, multimedia) and learnt to use creative and technical tools to communicate a vision and build a project with my team mates.

In the video game industry, I worked as a versatile designer, a project leader, a strong communicant and valuable team member.

My experience focused on free-to-play PC, mobile and Web productions, with games such as *Games of Glory*, *Draw Race 3*, and adult games at Nutaku. I'm currently in charge of the production of various premium titles, in partnership with external studios.

WORK EXPERIENCES

Line Producer
Nutaku Publishing (Mindgeek), Bucharest, Romania
2019 - 2020
Project management and production support for several F2P adult-themed games

Game designer
Ubisoft, Bucharest, Romania
2016 - 2019

Game designer
Lightbulb Crew, Paris, France
2013 - 2015

Multimedia designer
GMT Editions, Bordeaux, FR
2010 - 2012
Websites and mobile apps design and production, video shooting and editing

TOOLS

Trello, JIRA   **Google Suite, MS Office**   **Unity**   **Photoshop, XD, Inkscape**   **yEd**

EDUCATION

‣ 2012 - 2014: **Game Design Master's Degree**
ISART Digital, Paris, France
Game Design training, production techniques, school projects

‣ 2008 - 2009: **Litterature and New Medias Bachelor's Degree**
University of La Rochelle, France
Web writing techniques, Search Engine Optimization, semiology

‣ 2006 - 2008: **Internet and Multimedia Degree**
University Michel de Montaigne, Bordeaux, France
Webdesign and Web developement, graphic and UI design, video editing, project management

LANGUAGES

‣ **French** (native speaker)
‣ **English** (professional proficiency)
TOEIC 2014 935/990
‣ **Romanian** (basics)

REFERENCES

Personable and eloquent.

Florin Mircea
Lead Game Designer, Nutaku Publishing

Passionate, innovative, critical thinker.

Adina Stavar
Senior Data Analyst, Ubisoft

Autonomous, hard worker, creative.

Sacha Duc
Lead Game Designer and Producer, Lightbulb Crew
Reference letter: http://goo.gl/JZYkYU

HOBBIES

Science, astronomy, games (board and video), cuisine from France and elsewhere, books & cinema, electronic music.

MISC.

Skills in writing, video shooting and editing.
Passion for management, strategy and fighting games.
Good interpersonal skills.

twitter.com/tibo   linkedin.com/in/thibautcharron