



CORENTIN NEDELEC

JUNIOR GAME PRODUCER

Skills

Game Producing

Project & Team management /
Milestone definition / Scrum /
Marketing / Content definition /
Outsourcing management

Game Design

Rational GD / RLD / F2P / QA
Documentation tools

Prototyping / tech

Unity 5 - C# / UDK / Flash / js /
HTML / CSS / Java / Angular 4

Other

Office / Adobe CC / 3ds Max /
Maya / Versioning softwares

Profile

Birth

06 / 05 / 1996

Mail

contact@corentinnedelec.com

French

Fluent

English

Proficient

Spanish

Notions

Awards

Blend Game Jam 2015

Blend Web Mix jury award for
Dethunder, 24h game jam

Hits PlayJam 2015

Audience award for Maxwell's
Fiction, 48h game jam

Experiences

Oct 2017 -
May 2018

Assistant Producer

Full-time -- BLACK SHAMROCK DUBLIN
Productions and Studio management

Apr 2017 -
Sept 2017

Project Manager

Internship -- EXPERT TELEPORTATION
Project and team management

Jan 2017

Game Designer, Producer

GGJ 2017 -- PC game «Dancing Madness»
Project and team management, Game Design

May 2016 -
July 2016 -

Assistant Producer

Internship -- Redlock Studio, «Shattered TFK»
Project and team management

Oct 2015

Game Designer

Blend Game Jam -- Mobile game «Dethunder»
Project and team management, Game Design

Educations

2017 - 2018

English Certificate - C2.3

EF Executive Language Institute -- Dublin

2014 - 2017

Bachelor's Degree in Game Design

Bellecour École -- Lyon

2011 - 2014

BAC Science and Programming

Lycée International -- Ferney-Voltaire

Organizations

2015 - 2017

Brigadier at La Cuisine du web

Organizer of the «Blend Web Mix» -- Lyon

2016 - 2017

Vice-President of the Student's Union

Bellecour École -- Lyon

2013 - 2014

President of Student Union

Lycée International -- Ferney-Voltaire

PORTFOLIO

corentinnedelec.com



LOEWIC Formidable

🎮 This game is a mobile app, its goal is to teach the user a list of 400 words in English.

👤 I developed the entire application, I made the list of 2D assets and I managed the intellectual property issues.

▶ The game is available on the Google Play Store.



Dancing Madness

🎮 This PC game was made during the «Global Game Jam 2017», We had to make a game with the theme : «Waves».

👤 During this jam I managed the team and the development of the game, I also insured the outsourcing (sound design).



Ascender

🎮 This mobile game was made during the «Global Game Jam 2015», We had to make a game with the theme : «Ritual»

👤 During this jam I made rational game design and level design, I also managed the team and made QA feedbacks.

▶ The game is available on the Google Play Store.



Dethunder

🎮 This mobile game was made during the «Blend Game Jam 2015», we had to make the most addictive mobile game possible.

👤 During this jam I managed the team and the whole development of the game, I wrote GD documents using rational GD methods.

🏆 The game won the jury award.

▶ The game is available on the Google Play Store.

References

BRIERE Nicolas

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Old Skull Games

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DEBARD Quentin

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Kojima production

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