



# 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@corentinedelec.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

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

Jan 2016

#### Game Designer

GGJ 2016 -- Mobile game «Ascender»  
Project management, Game Design

Oct 2015

#### Game Designer

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

### Educations

2017 - 2018

#### Licence, English study

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

CEO/Creative Director  
Old Skull Games

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### BRUNET Jean-Louis

CTO/Digital Manager  
Attestation Legale

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### LOVISA Lionel

Creative Director  
Kojima production

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### VUILLEMOT Jerome

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