



# MARIE VILAIN

PRODUCER FOR GAMES & INTERACTIVE MEDIA

@BloodyFoxye

@BloodyFoxye

in/BloodyFoxye

www.marie-vilain.com

## ABOUT ME

- My experience from 8+ game productions and the practice of various technical and theoretical roles (Game Design, Programming, Art and Audio) have given me the ability to grasp the key challenges, skills and goals of all the fields involved in game creation
- I'm cheerful, diplomatic, resourceful and praised for my strong interpersonal skills

## WORK HISTORY

MAR 2022

### PRODUCER

**Snowcastle Games AS, Working on *Ikonei Island* - Oslo | 2 years**

- Managing tasks database (Asana then ClickUp), Monitoring deadlines and deliverables, QA processes, Certification, Localization and Publishing.
- Planning, estimating and monitoring sprints, milestones, meetings and workload for a team of ~40 both remote and on-site, events and Office Management
- Coordinating and planning Live Operations with the team and Publishers (3 total)
- Scheduled to become Senior Producer March 2024

FEB 2021

### PRODUCER

**Flatter than Earth Inc, Working on *Once Upon a Puppet* - Remote | 11 months**

- Implementing tools, creating routines for remote work, setting priorities and milestones
- Planning, estimating and monitoring sprints, meetings, tasks and workload
- Headhunting, interviewing and onboarding, creating hiring plans, ensuring team wellbeing
- Assisting on business development, finding external partners, securing deals, acquiring devkits, improving contracts and processes for invoicing

MARCH 2020

### TEACHER

**Kristiania University College/Westerdals Game Design Bachelor, Oslo | 2 years**

- Being responsible for the 1st-year 2D Game Project and 3rd-year Pre Production modules
- Designing course plan and evaluations, Following semester projects and Grading exams
- Lecturing about Agile, Scrum, Production Phases, Team Dynamics, Task and Bug tracking, Playtesting, Communication, Documentation... and organizing related workshops

JUNE 2019

### PRODUCER

**Land & Sea Games Ltd, Working on *Summerhill* - Remote | 10 months**

- Implementing tools and sprints, creating routines, setting priorities and milestones
- HR : Headhunting, well-being, conflict mediation, team building, event organization
- Managing team's external work on previous IP - merch, QA, porting and release
- Assisting on business development, funding, scoping and budgeting

JULY 2018

### PROJECT COORDINATOR

**Krillbite Studio, Working on *Mosaic* -Released in 2019- Oslo | 10 months**

- Managing estimating and scheduling team workload for each member of the team (13)
- Communicating with publisher to plan production according to set milestones
- Leading daily scrum and meetings, Managing QA weekly sessions
- Following team members' well-being, improving workplace, habits and workflows

APRIL 2017

### ASSISTANT PRODUCER INTERN

**DON'T NOD Entertainment, Working on *Twin Mirror*, Paris | 6 Months**

- Keeping both Jira's and physical Scrum boards updated, keeping track of everyone's (~43) tasks status and creating job-specific Kanban boards and pipelines
- Constructing job-specific pipelines to evaluate durations, documented on the project's wiki (Confluence) along with all of the game's informations updated daily

## ACTIVITIES & OTHER INTERESTS



### SUPPORTING INITIATIVES FOR A BETTER INDUSTRY

**Women in Games (France & Norway) and other groups | 2015 to present**

- Advocating for gender equality, anti-racism, inclusion and worker's rights



### ORCHESTRA VIOLINIST

**Raoul Pugno Musical Academy, Montrouge | 10 years from 2003 to 2013**  
**Alfred Loewenguth Cadet Semi-Professional Orchestra | 1 year**

- Leading the first violins of the Academy's Orchestra for 3 years (out of 7)
- Playing in the first violins of the Cadet Loewenguth Orchestra in 2010-2012

## EDUCATION

### GAMES & INTERACTIVE MEDIA MASTER CNAM-ENJMIN, Angoulême | 2015-2017

- Major in Project Management / Agile / Scrum Kanban / Team Planning / Meeting coordination
- Leading a team of 15 on an VR online multiplayer game project for 4 months / Building a business plan

### GAME DESIGN BACHELOR ICAN, Paris | 2013-2015

- Major in Programming (Unity / C#)
- Game Design / Level Design / Rational GD-LD / Narrative Design / Bottom-Up / Top-Down
- User Experience - 2D & 3D Design - Sound Design

### GAME DESIGN & PROGRAMMING BACHELOR ISART Digital, Paris | 2012-2013

- Web Development : HTML5 / CSS3 / JavaScript
- Unity Engine : Integration / C# programming
- Game Design basics

## ACHIEVEMENTS

### IKONEI ISLAND

**Spillprisen | March 2024**

- "Ikonei Island" Nominated in 7 Categories
- Including "Game of the Year"

### MOSAIC - MOBILE GAME OF THE YEAR

**Spillprisen / Norwegian Game Awards | January 2020**

- "Mosaic" and "Blip Blop" Nominated in 7 Categories
- Winner of Best Art and Mobile Game of the Year

### NORTHERN LIGHTS - GAMEPLAY AWARD

**Hits Playtime Contest | June 2016**

- Sound design & Composition of "Northern Lights"
- Exhibited at "La Gaité Lyrique" during I Love Transmedia Festival, Paris October 2016

### ICAN-ESGI GLOBAL GAME JAM SITE FOUNDER

**Global Game Jam | December 2014 to January 2015**

- Pitching and full organization of the event
- Budget handling, purchasing and accounting
- Partnerships negotiations with Unity / professionals
- Staff management / planning / event animation

## TECHNICAL / SOFTWARE SKILLS

- JIRA / CLICKUP / ASANA / TRELLO
- CONFLUENCE / NOTION / MIRO / OFFICE & GOOGLE SUITES
- WEB DEVELOPMENT / HTML / CSS
- UNITY / UNREAL / BLUEPRINTS / C#
- PHOTOSHOP / ILLUSTRATOR
- LOGIC PRO / AUDITION

## LANGUAGES

- FRENCH : NATIVE
- ENGLISH : BILINGUAL TOEIC : 980/990
- ITALIAN : PROFESSIONAL NORWEGIAN : BASIC



EMBROIDERY ENTHUSIAST



WATERCOLOR PAINTER WANNABE