



MARIE VILAIN

PRODUCER FOR GAMES & INTERACTIVE MEDIA

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ABOUT ME

- My experience from 3+ game productions and 7 years in various technical and theoretical game production fields (Game Design, Programming, Art and Sound) give me the ability to grasp the key challenges and goals of each of those jobs and understand them efficiently
- I'm cheerful, diplomatic, resourceful and praised for my strong interpersonal skills
- Kindness and honesty are extremely important to me and I care deeply about people

WORK HISTORY

MARCH 2020

LECTURER

Kristiania University College / Westerdals, Oslo | March to present

- Responsible for the 2D Project module for 1st year students in the Game Design Bachelor
- Teaching the 1st and 2nd years about Agile, Scrum, Production Phases, Team Dynamics Communication, Playtesting, Bug tracking, Pitching, Documentation in 4hours sessions
- Following and grading their trimester 2D projects

JUNE 2019

PRODUCER

Land & Sea Games Ltd, Working on an unannounced title - Remote | 10 months

- Implementing tools and sprints, creating routines, setting priorities and milestones
- Planning, scheduling and monitoring sprints, tasks and workload for short and long term
- 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 MANAGER / PRODUCER

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

- Managing 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 for art, programming, design, production etc...
- Monitoring weekly testing sessions, logging bugs and missing content
- Following team members' well-being, improving workplace, habits and workflows

APRIL 2017

ASSISTANT PRODUCER INTERN

DONTNOD ELEVEN, 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
- Reporting on all meetings and communicating action points and summaries

ACTIVITIES & OTHER INTERESTS



VOLUNTEER AT INDIECADE EUROPE

IndieCade Europe, Paris | November 2016 to present

- In charge of the "Show & Tell" section and managing volunteers at IndieCade EU : Assigning and leading developers to tables according to a scheduled 2-hour slot



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 2010-2011

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

MOSAIC - JURY'S SPECIAL MENTION Nordic Game Awards | May 2020

- "Mosaic" Nominated in 2 Categories

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 / CONFLUENCE

ASANA / TRELLO / MIRO

WEB DEVELOPMENT / HTML / CSS

UNITY / INTEGRATION / C#

PHOTOSHOP / ILLUSTRATOR

LOGIC PRO / AUDITION

LANGUAGES

FRENCH

ENGLISH

TOEIC : 980/990

ITALIAN



EMBROIDERY
ENTHUSIAST



WATERCOLOR
PAINTER
WANNABE