

Ryan HERVE

Associate Producer looking for an intern/job as from August 2017

ryanhervas.com

Eager to Relocate
FR-EN-DE Trilingual
24 y.o. Swiss&French

Passionate **gamer**, highly **motivated** by challenges, with a permanent good mood!
Teamwork as golden rule, with easy oral & written **communications**. Responsible, diplomatic and pressure-proof certified. Able to react as a problems solver with a **versatile** and **technical skillset**.

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EXPERIENCE

Student & Personal projects

Sept. 2013 - Today

Logic Artists

June - Sept. 2016
Copenhagen, Denmark

Microsoft France

Oct. 2013 - June 2014

Swisscom SA

2008 - 2012
Switzerland

Producer & Technical Designer

- Successfully delivered **numerous projects** with **multidisciplinary** and **multicultural** teams
- Proven able to adapt to projects requirements, managing **peoples**, **priorities** and **risks**.
- **Won 3** French national **prizes**, one of them twice in a row (Competitions by **Ubisoft**, **Microsoft**)

QA Engineer Internship

- **Monitored Expeditions: Viking's** health during ongoing development
- **Analyzed** and **processed** the **Data & Telemetry** for closed steam playtests (>120 user's data)

Student Ambassador

- **Organized** and **coordinated** several microsoft events on campus for >300 students

Mediamatician Apprenticeship

*Q&A Assistant, 2012

- Planned and executed tests for an intern web platform project.

*Logistic Manager Assistant, 2011

- Monitored Swisscom material for the Gymnaestrada 2011 (>19'000 participants)

*Training Supervisor Associate, 2010

- Coordinated a team of 40, to handle the deployment of new IP phones in the company

*Logistic Assistant, 2009

- Monitored the Swisscom Hospitality stock transiting around European hotels.

EDUCATION

Supinfogame Rubika

2012 - Today - 2017
Valenciennes, France

Trident College

Summer 2014, Nagoya, Japan

Professional Center

2008 - 2012
Yverdon, Switzerland

Master degree in Management & Game Design

- **Management**, **Game Design**, and other skills applied to the **game development** processes
- **Faced issues** to attend high expectations for external companies (**Gameloft**, **TeamTo**, ...)
- Proven skills in **budget**, **time**, **people resources** and **workflows management**

Exchange Program (Game Design & Management)

- Studied and applied basic **Nintendo 3DS**, **Shader** and **AI game development**
- **Teaching** basic **game & level design** to japanese students
- Successfully delivered 3 projects with Japanese speaking teams (one for **h.a.n.d.**)

Professional Certificate (CFC) & Commercial high school diploma

- followed a dual program (1 to 2 days /week) with my apprenticeship at **Swisscom SA**
- Studied & Applied a several skills: **Marketing**, **Web design**, **Graphic Design**, **Informatics**,...

SKILLS

Project management:

- **Multidisciplinary team supervision**
- Waterfall & agile methods (**Scrum**,...)
- Tools: Trello / Hansoft / Scrumwise / Mantis

Game design:

- **Rational Game Design**
- Game Concept & Design Document
- Gameplay elements behaviours & patterns

Level design:

- Level building: Unreal Engine 4 / Unity 3D
- Level prototyping: MS Visio / G Sketchup

Scripting & Programming:

- **C#** for games
- ActionScript 3 for games & Web
- html5 & CSS

Quality Assurance:

- **Telemetry & Data Management**
- Ongoing bug tracking
- Playtests monitoring

My Everyday Tools:

- **Unity 3D**
- Google Drive / MS Office (**Excel Freak**,...)
- Adobe Suite (Photoshop, **InDesign**,...)
- GitHub / Plastic SCM / Perforce

LANGUAGES

French - Bilingual
English - Bilingual
German - Mother tongue
Japanese - Can order noodles (and a beer)

HOBBIES

Games: Co-op action, Strategy-Tactics, Competitive, RPG Pen'n'paper, ...
Mountains: Skiing, Hiking, ...
Social Dancing: West Coast Swing, Blues, Salsa

I also love to travel and my bike !