

Ryan HERVE

Junior Producer considering new opportunities

ryanherve.com
Eager to Relocate
FR-EN-DE Trilingual
26 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 problem solver with a **versatile** and **technical skillset**.

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EXPERIENCE

Amplitude Studios

August 2017 - Today,
Paris, France

Associate Producer

- Daily assistance to the team's tools and processes to **assure on time, high-quality deliveries**
- Creative Project **Monitoring, Scoping, Planning**
- Intervening promptly in: **CI/CD, Content Integration & implementation, Data Telemetry**,...

Student Projects

Sept. 2013 - June 2017

Producer & Technical Designer

- Successfully delivered **numerous projects** with **multidisciplinary & multicultural** teams
- **Won 3 French national prizes**, one of them twice in a row (Competitions by **Ubisoft, Microsoft**)

Logic Artists

June - Sept. 2016
Copenhagen, Denmark

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)

Microsoft France

Oct. 2013 - June 2014

Student Ambassador

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

Swisscom SA

2008 - 2012
Switzerland

Mediamatician Apprenticeship

- *Q&A Assistant, 2012**
- Planned & executed tests for a web app.
- *Logistic Manager Assistant, 2011**
- Monitored Swisscom material for the Gymnaestrada 2011 (>19'000 participants)

- *Training Supervisor Associate, 2010**
- Coordinated a team of 40, handling 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

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**, ...)

Trident College

Summer 2014
Nagoya, Japan

Exchange Program (Game Design & Management)

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

Professional Center

2008 - 2012
Yverdon, Switzerland

Professional Certificate (CFC) & Commercial high school diploma

- followed a dual program (1 to 2 days /week) with my apprenticeship at **Swisscom SA**
- Studied & Applied 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**,...)
- Git / Plastic SCM / Perforce

LANGUAGES

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

HOBBIES

- Games:** Co-op action, Strategy-Tactic based, Highly skill oriented, tabletop RPGs,...
- Mountains:** Skiing, Hiking,...
- Social Dancing:** Addicted to Dancing West Coast Swing, Fusion and Brazilian Zouk

I also love to travel and my bike !