




Jérémy DUBUC

Epitech Software Engineer & Project Manager

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Objectives

Looking for an Associate Producer position in order to contribute to a company by combining both technical expertise and project management knowledge, in the scope of becoming a Technical Producer on the long term.

IT Skills

Development

C/C++/C#
SFML/Qt
PHP/JS/JQuery
MySQL
Java
Processing
OpenGL/DirectX


Management & Design

CAPM (Expected 01-2016)
AGILE Scrum/Kanban
Brainstorming/SCAMPER
MS Project
Mind Mapping
Waterfall
UML

Tools & Engines

Unity3D
Visual Studio
Git/SVN
JIRA/Confluence
Trello/Asana
Bamboo
Solidworks
3DsMax

Education

M.B.A. in Video Game Project Management  10/2015 – 09/2016
IIM LEONARD DE VINCI – FRANCE

Master's Degree, Information Technology & Software Engineering  09/2010 – 09/2015
EPITECH – FRANCE

International Student, Game & Mobile Contents  09/2013 – 09/2014
KEIMYUNG UNIVERSITY – DAEGU, COREE DU SUD

High School, Science & Engineering Specialization 09/2007 – 09/2010
LYCEE DE BORDA – FRANCE

Experiences

Lead Developer & Coach on Super Meet Ball  12-2015

Ludum Dare #34 Game Jam 2D Platformer

72h functional game, 30 comments with active voting

- Development & Technical Lead (Unity3D, C#), Core, Gameplay.
- Managed the launch of the event for a 7 people team (2 dev, 2 art, 2 prod, 1 GD)
- Integrated content in the game (Art, levels)
- Led the team by adding extra twists to the default rules (Forced Scrum, 5 Constraints)
- External communication about the game, hosting and development

EPITECH Embedded & Video Game Innovation Manager  03-2015 – 09-2015

Project Innovation HUB in Virtuality, Gamedev, Embedded, Big Data, Security, Cloud domains

Managed 20 Virtuality/Embedded projects with 50 students follow-ups

3 completed and qualitative projects, 5 conferences/presentations, 2 workshops

- Provided technical expertise for Game Development (Unity3D, C++)
- Participating to exhibitions (Maker Faire Paris, Geekopolis Paris, Web2day Nantes)
- Developed concepts into projects (Falling Through, Jubeat Return)
- Contributing actively to the Game Development domain expansion
- Provided content and animation for external communication
- Created conferences on project management (Embedded, Agile, Parallelization)

Project Manager and Developer on project Jubeat Return [↗](#) 12-2014 – 09-2015

Remake of the game Konami Jubeat on arcade and mobile versions.

5+ exhibitions demos, 1000+ games played, still active.

- Development & Technical Lead (C++, LUA)
- Production tools management (Jira, Bamboo)
- Electrical/Mechanical parts Design (SolidWorks, CATIA, 123d)
- Production Management (Agile, Scrum, milestones, budget, demos)
- Events & Promotion (Maker Faire Paris, Geekopolis, Web2day, Epitech, Paris Games Week)
- iOS/Android versions refactoring (Unity3D, C#)

Mobile Shoot-em-up Game Developer at Int13 [↗](#) 09-2014 – 02-2015

Development of AR and Shoot'm Up mobile games (Shogun, Django)

- Development of the main project in production phase (C)
- Integration and improvements of the cross-platform proprietary framework
- Extension of the Lua scripting platform & data-driven tools
- UI development

EPITECH Innovative Project Technical Director on ShopoCMS [↗](#) 02-2013 – 02-2015

PHP Content Management Tools aimed at providing alternative selling methods

120 Facebook likes, 200 Epitech demonstrations, 20 direct contacts. 30 months project.

- Core technical design & development (PHP, JS, Symfony)
- Pre-production Study & Documentation (SWOT, market)
- Associate project management (deadlines, deliverables, resources & communication)
- Development/Production content repositories management (Git, SVN)
- Setting up project stakeholders presentations (steering committees, project scopes changes)
- Payment and transaction modules development
- Project documentation (WBS, Gantt, TDD, tests, scope baseline)

Lead Developer of project 42Links at Ityka [↗](#) 09-2012 – 08-2014

CRM and telemarketing client/campaign manager with operations reporting and statistics

20+ telemarketing campaigns, 10000+ customers with 7 operators

- Development & Technical Lead (PHP, JS, FuelPHP)
- Technical Design (MVC, FuelPHP, MySQL)
- Prototype integration & design (CSS3, Bootstrap, HTML5)
- Agile methodologies (SCRUM)
- VOIP API & functionalities (PAMI, Asterisk)

Graphics Engineer and Associate Producer of project Steamholic [↗](#) 07-2013 – 05-2014

DigiPen collaborative (with EPITECH) platformer game with procedural level generation

Functional prototype with 900 downloads

- Development & Technical Lead (C, C++, C#), Graphics
- Associate Producer (milestones, methodologies)
- Students formation to Agile methodologies (SCRUM, 5 developers)
- Technical Documentation & Game Design
- Technical design of the project base and engine (C++)
- Technical formation & mentoring (ECS, patterns, technical design, unit tests)

Interests

Sea Diving LEVEL 1 VALIDATION

Video Games RTS (C&C, ACT OF AGRESSION, STARCRAFT 2), MOBA (DOTA, HOTS), OTHERS

Cinema SCI-FI, ACTION AND FANTASTIC MOVIES

Game Jams LUDUM DARE #33, #34, GAME CHALLENGE MONTEPLLIER 2015

Languages FRENCH (NATIVE), ENGLISH (BILINGUAL), KOREAN (ELEMENTARY)