



COLIN GALLETTO

PRODUCER

Animated by a passion for games from an early age, it became my job. I have strong interpersonal skills allowing me to integrate a team quickly. Creative, dynamic, organised and open minded, I can learn, adapt in a short period of time. I'm looking forward to support the production of creative projects, being able to organize a team's workflow and keep developing my management skills, organization and planning. I'm available immediately.



EDUCATION



GET IN TOUCH

WEBSITE
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+1 514 571 7077



SKILLS

Project Management	●●●●●●
Coordination	●●●●●●
Communication	●●●●●●
Documentation	●●●●●●
Marketing	●●●●●●
Strategic thinking	●●●●●●
Financial planning	●●●●●●
Game design	●●●●●●
Graphic design	●●●●●●
Development	●●●●●●
Microsoft Office	●●●●●●
Photoshop	●●●●●●
Atlassian Jira	●●●●●●
Mantis Bug Tracker	●●●●●●
Unity	●●●●●●
Game Maker	●●●●●●



LANGUAGES

French	●●●●●●
English	●●●●●●
Spanish	●●●●●●

2012 - 2013

MASTER OF BUSINESS ADMINISTRATION

IIM, PARIS - LA DEFENSE, FRANCE

- Market studies and trending: benchmark, international studies
- E-marketing strategies: SEO, SEM, Analytics, KPI
- E-communication and Community management
- On-line video games: retention, pricing strategy, loyalty programs
- Emerging markets: serious games, advergames, new Medias
- New media's legal knowledge
- Video game production cycle
- Agile software development and production planning
- Production budgeting and financing
- Developing and pitching project proposals
- Studio/Project/Team management and human resources
- Quality Assurance processes and methodologies
- Production financing and marketing

2009 - 2011

MASTER'S DEGREE, GAMES AND MEDIA DESIGN

ENJMIN, ANGOULEME, FRANCE

- Game Design's advanced techniques
- Level Design tools and methodologies
- Business model strategies: process, target customers, marketing
- Project management, planning and budget
- SCRUM as agile development software methodology
- Computer programming, Scripting

2008 - 2009

BACHELOR'S DEGREE, GAMES AND MEDIA DESIGN

UNIVERSITÉ PAUL VALÉRY, MONTPELLIER, FRANCE

- Game Design theory
- Pre-Production and pitching projects
- SCRUM as agile development software methodology

2008 - 2009

BACHELOR OF TECHNOLOGY, COMPUTER PROGRAMMING

IUT D'INFORMATIQUE DE MONTPELLIER, FRANCE

- Computer programming: object-oriented programming languages
- Scripting and web development
- Project management, teamwork, Communication



WORK EXPERIENCE

DEC 2012 - AUG 2013

ASSISTANT PRODUCER

MANDO PRODUCTIONS, PARIS

Set up JIRA in the production pipeline of a 25-50 people company
 Focused on creating clear and attainable project objectives
 Held daily SCRUM meetings, kept all project documents up to date
 Maintained a high level of communication within the teams, publishers and subcontractors
 Managed the projects schedules, budget and deliveries
 Recruited and trained a 3 people Quality Assurance team
 Worked on social games' mechanics and item pricing
 Developed and pitched project proposals to publishers
 Designed and built the levels of the game Zebuloids

NOV 2011 - AUG 2013

TEACHER

ESGI, PARIS, FRANCE

Taught Game & Level Design theories
 Conducted lectures on Mind Mapping, Project management using SCRUM and the major issues a team may face
 Supervised and assessed annual group projects on making a First Person Puzzle game using Unity

NOV 2011 - JUN 2012

TEACHER

F93, PARIS, FRANCE

Planned and ran workshop a game design for a 6th grade class
 Design and built with them a video game about mathematics

MAR - OCT 2011

GAME DESIGNER TRAINEE

NADEO, PARIS, FRANCE

Designed and built the solo campaign of Trackmania²: Canyon
 Designed and developed mods on the multiplayer part of Shootmania: Storm for research purposes

FEB - JUL 2009

MISSION DESIGNER TRAINEE

F4, PARIS, FRANCE

Designed and built quests content on the MMO Empire of Sports
 Worked daily on the quality of the gameplay (QA, tuning, debug)

FEB - JUL 2008

SOFTWARE DEVELOPPER TRAINEE

LOGICA, MONTPELLIER, FRANCE

Developed an internal versioning software using Java and HTML



STRENGTHS

Creativity	●●●●●
Team spirit	●●●●●
Leadership	●●●●●
Open-mindedness	●●●●●
Love of learning	●●●●●
Perspective	●●●●●



VOLUNTEERING

2014-2015

Volunteer for the Montréal Complement Cirque festival
 Photographer for the Just For laugh festival
 Photographer for the Vue Sur La Relève festival

2010-2011

Volunteer for the Angouleme International Comics Festival

2008-2009

Volunteer for the french Banque Alimentaire organization
 Volunteer for the Montpellier Electromind festival

2007-2009

Photographer for tilllate.com



INTERESTS

Very enthusiast photographer.
 Love to travel and meet people through the Airbnb or Couch Surfing experience. Participating in Game Jams when able to. Practicing wall or rock climbing and badminton weekly.