

Mickaël Godard

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Associate Producer

Professional skills

- Expertise in management of teams of **engineers** on **technical projects**.
- Advanced knowledge in **modern issues concerning project management** (*Agile methods, team-project multi-sites/ multi-languages, knowledge management, generation Y...*).
- High sensitivity to the implementation and preservation of a sustainable working environment.

Work experience

- **Ubisoft Montpellier** | *Associate Producer* | **Since April 2010**

Managed physics engine project used in 10+ productions (*Ghost Recon: Future Soldier, Ghost Recon Online, Killer Freaks...*) supporting six platforms (*Win32, Win64, MacOS, X360, PS3, WiiU*).

- Management of a **multi sites** team (Montpellier, Kiev, Montréal)
- Using **agile methods** (Scrum, TDD...)
- Management of the evolution of the build system
- Coordination with clients projects (worldwide)
- Risks management (turn over, development prioritization)
- Development of a C# tool for Perforce (Submit Assistant, changelist standardization)

“**Rayman Origins**” game project (from the production phase to the release, high pressure, 100 people).

- Coordination of the engine team, of the engine QC team and of the technical directors of the production team.

- **Phoenix Interactive** | *Project Manager Assistant* | **From June 2009 to September 2009**

Project Manager Assistant on “**Arthur and the Revenge of Maltazard**”.

- Party Game Wii, PS3, PC.
- Project scheduling (debug stage, TRC...), localization scheduling, relations with the publisher.

Localization Project Manager on « **Imagine Champion Rider** ».

- PC Version – Languages: Russian, Polish, Czech.

- **Unilog / Logica** | *Analyst / Developer* | **October 2007 to September 2008**

Business Intelligence (Technology: Cognos BI ; full Business Intelligence Information System)

J2EE/ATG (Customer: France Telecom, tight project, with an offshore part in India)

- **SOSIA** | *Web Developer* | **March 2005 to June 2005**

Tools development to generate an HTML web site. Heavy constraints related to what already existed and to referencing issues.

Education

- 2008 / 2010: 5-Year University Degree in Game Producing at ENJMIN (FRANCE).
- 2007 / 2008: 3-Year Technical Degree in Project Management in Business Computing
- 2004 / 2007: 2-Year Technical Degree in Business Computing, Analysis and Development
- 2004: High school diploma specialized in mathematics (with honors)

Special skills

- **Languages:** French (mother tongue), English (fluent), German (basic)
- **Middleware:** Unity3D.
- **Office Software:** MS Office (Word, Excel, Powerpoint, Access, Visio...), Webwares (Google Apps, Zoho...).
- **Management project tools:** Atlassian JIRA (GreenHopper), MS Project, Mantis, software configuration (Perforce, SVN).
- **Business Computing:** Oriented Object Programming (C / C++, C# / .NET, Java / J2EE, PHP, etc.), RDBMS (Oracle, SQL Server, MySQL), Operating System (Windows, Linux), Software Analysis (UML, Merise).

Personal Experience

- **Tutoring:** Tutored of a group project for students of a 3-Year Technical Degree “Coordination and Design of gaming world” at Montpellier University 3 (January / February 2011).
- **Guild Leader:** Creation and management of a community of online gamers. In charge of events, recruiting and internal/external communication. Management in short, middle and long term (from July 2005 to December 2007).
- **Horse Riding:** Practice from the age of 10 during 9 years, 4 seasons in competition, coaching groups of children and adults from beginners to intermediate levels, responsible for stables, horse trainer.

Hobbies

Cinema, video games, writing, virtual communities and virtual worlds.

References

See details on [Linkedin.com](https://www.linkedin.com).