

Mickaël Godard (Nationality: French)

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Producer

Professional profile

- Expertise in management of **high profile teams** working on **technical projects** in a **cross-discipline** context.
- 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 Kiev** | *Producer* | **Since November 2013**
Producer on some projects developed in Kiev in collaboration with other Ubisoft studios.
- **Rare - Microsoft Game Studio** | *Technical Program Manager* | **From April 2012 to September 2013**
Responsible for delivering an engine for Kinect Sports Rivals.
Managing core engineering project – Rendering/Pipeline/SDET/Core tech (20/25 people).
Responsible for processes and **continuous improvements** using **agile** methods (scrum/lean).
Requirements gathering from other teams (arts, gameplay, audio, UI, characters, cloud).
Prioritization of concurrent requirements. Scheduling, tracking, coordination, risk management, reporting.
Removing blockers to enable the teams to **maximize** their **velocities**.
Member of the continuous integration group striving to optimize the system and processes.
Managing development methods with lead engineers.
Providing feedback about individual performances to line managers.
- **Ubisoft Montpellier** | *Associate Producer* | **From April 2010 to April 2012**
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 **distributed** team (Montpellier, Kiev, Montreal)
 - 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 QA team and of the technical directors.
- **Phoenix Interactive** | *Project Manager Assistant* | **From June 2009 to September 2009**
Project Manager Assistant on **“Arthur and the Revenge of Maltazard”**. (Wii, PS3, PC)
 - Project scheduling (debug stage, TRC...), localization scheduling, relations with the publisher.Localization Project Manager on **“Imagine Champion Rider”**. (PC – Languages: Russian, Polish, Czech)
- **Unilog / Logica** | *Analyst / Developer* | **October 2007 to September 2008**
Business Intelligence and J2EE development.

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:** JIRA (GreenHopper), MS Project, Hansoft, 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.

Recommendations

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