// Thibaut Charron

→ Senior Line Producer — Video Games

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01 // SUMMARY

15+ years of experience in digital industries (video games, web, multimedia), including 13 years in video games, focusing on creation, design and project management.

I learnt to use creative and technical tools to communicate a vision and build a project with my teammates. In the video game industry, I worked as a line producer (project manager on the publisher side), a versatile designer, a project leader, a strong communicator and a valuable team member.

My game design background helps me speak the same language as developers: I follow games from pitch to release, support development teams day to day, and keep quality, schedule and budget on track.

I am currently in charge of the production of premium PC, mobile and console titles, in partnership with external studios. Having worked in Paris and Bucharest, I am used to international and remote teams.

02 // SKILLS

- [x] **Project management** — I am used to putting agile methodologies in place to feed a production team, set up a schedule and a budget, and build a product piece by piece until release.
- [x] **Release management** — I have released digital products on PC stores (Steam, GOG, Epic), mobile stores (App Store, Google Play) and consoles (Nintendo Switch, PlayStation 5, Xbox Series).
- [x] **Creative vision** — I have learnt to design worlds, visuals, videos and gameplay mechanics, and I get along with creative people to build strong and consistent universes.
- [x] **Team leadership** — Wherever I have been, I quickly became a real asset for my teams, always helping, driving and leading my teammates to build a better product.

03 // EXPERIENCE

Oct 2020 – Present — **Senior Line Producer**
Twin Sails Interactive (formerly Asmodee Digital) · Paris / La Rochelle, France
Producing and project management on premium games — digital board game adaptations, AA and indie titles on PC, mobile and console — in partnership with external development studios.
Titles: *Terraforming Mars*, *Carcassonne*, *Blood Rage*, *Ember Knights*, *Survival: Fountain of Youth*, and others.

Feb 2019 – Sep 2020 — **Producer**
Nutaku Publishing (MindGeek) · Bucharest, Romania
Project management and production support on several free-to-play adult-themed games for PC, browser and mobile.

Oct 2016 – Jan 2019 — **Game Designer**
Ubisoft · Bucharest, Romania
Draw Race 3, free-to-play mobile racing game: feature design, balancing, UX design.
Unannounced free-to-play mobile strategy game: feature design, UX design, Unity environment.

Sep 2013 – Oct 2015 — **Game Designer**
Lightbulb Crew · Paris, France
Games of Glory, free-to-play PC/console action MOBA: core mechanics, side features, character design, balancing, UX design, Unity environment.

Sep 2010 – Sep 2012 — **Multimedia Designer**
GMT Editions · Bordeaux, France
Video production (shooting, editing), articles and multimedia content (web, mobile app design), social media training.

04 // EARLIER EXPERIENCE

2013 · **Game Designer**, Concoursmania, Bordeaux — game design and UI design on casual Flash mini-games (match-3, bubble shooter, mahjong)

2013 · **Assistant Video Editor / Journalist**, Gamekult, Levallois

2010 · **Freelance Web Designer** — web design, web and social media training

2009 · **Web Journalist**, Libération, Paris

2008 – 2009 · **Assistant Video Editor / Journalist**, Mativi, La Rochelle — student web TV show, presenting and production

2008 · **SEO Specialist**, Webformance, Paris

05 // EDUCATION

Master's Degree in Game Design
ISART Digital, Paris · 2012 – 2014

Professional Bachelor's Degree in Literature, Culture and New Media
University of La Rochelle · 2008 – 2009

Two-year Degree in Multimedia and Internet (DUT MMI)
Université Bordeaux Montaigne · 2006 – 2008

06 // TOOLBOX

TOOLS

Jira, Trello · Google Workspace, Microsoft Office · Unity · Photoshop, Adobe XD, Inkscape · yEd

LANGUAGES

- → **French** — native
- → **English** — professional proficiency, TOEIC 935/990
- → **Romanian** — basic

INTERESTS

Science and astronomy, board and video games (especially strategy and fighting games), cooking from France and elsewhere, books and cinema, electronic music.