

THIBAUT MORISSE

Game Producer

Looking for an apprenticeship in Île-de-France, as Project assistant, starting September 2025.

After studying Game Art, I now devote myself to the production and marketing of video games., **I combine my knowledge of artistic creation and development to better understand the challenges faced by production teams.**

Passionate about project management, I am always motivated to explore new projects alongside multidisciplinary and talented teams.

What I appreciate as a Producer is my ability to have a **global vision** of production needs in order to **set up suitable tools and processes**, allowing to optimize collaboration and ensure the success of projects.

Contact

+33 06 46 75 67 73

contact@thibaultmorisse.com

78180 Montigny-le-Bretonneux,
France

Links



[Thibault Morisse](#)



thibaultmorisse.com

SKILLS

Hard skills

Production management, Gantt, Trello, Microsoft 365, Google Workspace, Adobe Creative Cloud Suite, Unreal Engine, Unity, Blender, Substance Painter, Zbrush, Github, HTML, CSS, JS, PHP, Python

Soft skills

Communication, Collaboration, Team management, Organization, Rigor, Adaptation to digital tools, Collective intelligence, Problem solving

Languages

English, French (native), Spanish

FORMATION

IIM – Digital School

2025 – 2027 | Mastère Production and Marketing of Video games
2022 – 2025 | Bachelor Game Art

Production line / Project management / Planning / Publishing / Marketing strategy / 2D / 3D / Animation / Game engine integration

Expert team in school promotion (Open Day, Show, Reception, etc.)



PROFESSIONAL EXPERIENCES

Game Producer / Game Artist

February 2024 – Today | IIM – Digital School



"Whiteout"

Game awarded at the Hauts-De-Seine Digital Games 2025 festival and at the Devinci Festival by IFT.

Unreal Engine 5 Project - VR - 3 months



"Out of ContROLL!"

Unreal Engine 5 Project - PC - 3 months



"The Rite Of Passage"

Game awarded at the Hauts-De-Seine Digital Games 2024 festival.

Unreal Engine 5 Project - PC - 1 month



"Beep Boop Battle"

Unity project - Android - 1 month

- Project monitoring (overall vision of the game / planning / prioritization of missions / respect for imposed deadlines)
- Team management (distribution of missions / management of communication within the team / point of contact for the external team (sound designers))
- Organizing game promotion at different events
- Publishing games on stores (Itch.io / Google Play)

- Creation of assets (UI / 2D / 3D) , Post Process et VFX
- Creation of tools for artists on Unreal Engine
- Creation of marketing assets (Logo / Cover / Poster / Trailer / Elements for store pages)

Vice-president

June 2024 – Today | LéoIndieGames Association

- Administrative management of the association
- Supervision of internal/external projects of the association (LéoIndieDay et participation au Hauts-de-Seine Digital Games)
- Creation of internal process

Administrative assistant

January 2024 – February 2024 | Devinci Executive Education

Administrative assistance to educational coordinators (absence management, processing of large volumes of data, archiving)

Digital project manager

April 2023 – January 2024 | BGDICE, BGD AVOCATS – Cabinet Bernigard, AFD Fininvest, BLACK FEATHER EDITIONS.

Development of graphic identities, platforms/website, marketing and communication plans.



I like to play, create, discover new universes and artistic directions used in video games.

Favorite games: Rocket League, Marvel Rivals, Overwatch,...

Passionate about theater, digital and new technologies.
2 hours/week of Badminton