THIBAULT MORISSE

Production coordinator (Intern)

Saguenay | 418-944-5627 | contact@thibaultmorisse.com | | thibaultmorisse.com
Holder of a valid Canadian Study Permit.

Education

- **MASTER'S DEGREE IN PROJECT MANAGEMENT** **SEPTEMBER 2026 - JULY 2027**
  UNIVERSITÉ DU QUÉBEC À CHICOUTIMI | SAGUENAY, CANADA
- **MASTER'S DEGREE IN VIDEO GAME PRODUCTION & MARKETING** **SEPTEMBER 2025 – JULY 2027**
  IIM – DIGITAL SCHOOL | NANTERRE, FRANCE
- **BACHELOR GAME ART** **SEPTEMBER 2022 – JULY 2025**
  IIM – DIGITAL SCHOOL | NANTERRE, FRANCE

Extracurricular activities: school ambassador / event promotion team (open houses, student fairs, industry events).

Skills

TECHNIQUES

Production Management, Agile Methodologies, Scrum, Gantt Charts, Kanban, Jira, Trello, Notion, Microsoft 365, Google Workspace, Adobe Creative Cloud, Unreal Engine, Unity, Blender, Substance Painter, ZBrush, GitHub, HTML, CSS, JavaScript, PHP, Python.

LANGUAGES

English (B2), French (Native), Spanish (A2)

Experiences

STUDENT CONSULTANT **SINCE MAY 2025**
DEVINCI JUNIOR | FRANCE

- **Game Producer for Crédit Agricole Assurances**
  - Translated client requirements into actionable production roadmaps and specifications.
  - Oversaw project execution, task allocation, and sprint delivery.
- **Game Artist for Groupama G2S**
  - Defined a cohesive visual and art direction tailored to client requirements.
  - Designed and built interactive UI/UX wireframes and mockups.
  - Produced 2D/3D in-game art assets (maps, characters, UI components).

GAME PRODUCER / GAME ARTIST **FEBRUARY 2024 – JUNE 2026**
IIM – DIGITAL SCHOOL | NANTERRE, FRANCE

- Coordinated release management (Google Play, Itch.io) and game marketing assets (trailers, logos, making-of videos, booth coordination at industry trade shows).
- Managed production milestones and roadmaps, including gathering requirements, sprint planning, and task prioritization.
- Facilitated cross-functional communication between internal leads and external stakeholders.
- Deployed collaborative tools and project management workflows (tracking boards, shared documentation, pipeline guidelines).
- Supervised the art pipeline, including 3D asset integration, VFX, and post-processing.)

VICE-PRESIDENT **JUNE 2024 – JUNE 2025**
LEOINDIEGAMES ASSOCIATION | COURBEVOIE, FRANCE

Directed administrative operations, internal structuring, and project management for the association's annual gaming events and showcases.

Shipped projects

- **"Lucent"** PC game built in Unreal Engine 5 in 3 months with 16 people
- **"Charybdis"** Alternative controller game built in Unity in 2 weeks with 8 people / **Alt.Ctrl.GDC 2026 Official Selection.**
- **"Whiteout"** VR game built in Unreal Engine 5 in 3 months with 8 people / **Awarded at Hauts-de-Seine Digital Games Festival 2025 & Devinci Festival by IFT | Showcased at Laval Virtual 2026.**
- **"The Rite Of Passage"** PC game built in Unreal Engine 5 in 1 month with 7 people / **Awarded at Hauts-de-Seine Digital Games Festival 2024.**