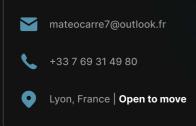


# INFORMATIONS



# FORMATION

### **Gaming Business School**

Video Game Management **Business Bachelor** 



## Harvard Online

Technology Entrepreneurship: Lab to Market

### (2021) (REMOTE)

# **Cambridge Education**

Cambridge C1 Certification

# LANGUAGES



# HARD & SOFT SKILLS

# **MATÉO CARRÉ**

# **VIDEO GAME PRODUCER**

Student in Bachelor Video Game Management & Marketing Gaming Business School | Gaming Campus | Lyon

Jack of all trades, I never stop learning. Passionate about project management and video games, I am interested in every aspect of game creation, which allows me to understand any issue a team is facing. I believe a project manager must be a facilitator and I try to apply this mantra on a daily basis. I dream of becoming a creator rather than just a player.

# **EXPERIENCES**



Worked closely with the communication and marketing director to support her in her many daily tasks. Definition of a communication strategy for the launch of a new product / creation of a 3month editorial calendar / participation in B2B trade shows / content creation / collaboration with AWS and LVMH.



Creation and development of a music production agency. Blimp aims to produce narrative music - music that tells a story - for creative companies. As co-founder and CEO, my missions are extremely diverse and varied: branding, project management, customer relationship, etc. Everything the company needs.



After 2 years of activity, Blimp it's: 100+ completed projects, 80 different clients, a satisfaction rate of 100% and a profitable company from year one.

### Project Manager - Oceanographic Museum ( 2023 ) ( MONACO )

Proposal of an innovative project from idea to prototype with Adstoria: concept test / complete market study / segmentation / competitors benchmark / mix-marketing (4P). To produce a MVP, I led a team of 17 people for 3 months, which resulted in the creation of a community ocean protection platform that I pitched in front of 200 people.

# PROJECTS

# +50 projects such as

### Production of a Mobile Game Ubisoft with M. Da Costa

Creation of a mobile game from concept to release on Play Store and App Store. Management of a team of 20 people using agile methodology / recruitment of artists and developers / budget planning. Game in production, we plan to publish the game within 2 months.

### Agile Project Management in Video Games Ubisoft with C. Popa

Implementation of agile project management adapted to the production of a video game on Jira. Creation of project monitoring dashboards / numbers-based decision making / creation of product backlogs.

### Innovation Marketing Equalia

Response to the call for innovative projects from the Equalia aquatic center management group. Management of a team of 4 people / complete market study / competitors benchmark / pitch to

