

JULIEN GUERAND

Producer ++

<http://LordRhodry.github.io/LifeIsAGame>

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Skills:

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| <u>Production tools:</u> | Jira (with Greenhopper), Trac, Project, SVN, Twiki, Office |
| <u>Game engine:</u> | Unity, UDK, Gamemaker |
| <u>Language (programming):</u> | C#, Java, Javascript, Haxe, HTML, Caml, Maple |
| <u>Language (communication):</u> | English (bilingual), French (native) |

Experience:

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| 2012- Current | Producer (and more) | Numedea, Inc. Pasadena CA – Content creation for a virtual world: Whyville.net |
| | | Managed simultaneous projects using competing resources, Revisited the production process: switching to more adapted tools and revisiting meetings frequency and length. |
| | | ++ <u>QA</u> : Helped meet deadlines whenever needed (including on projects that were not my own) |
| | | ++ <u>Marketing</u> : Built a successful ad campaign, rekindled a partnership with a magazine: Girls Life. |
| | | ++ <u>Game Design</u> : Conceived new game motifs, revamped others and built many levels. |
| | | ++ <u>Programming</u> : Created an analyzer for user puzzles (including fraction and matrix libraries for Haxe). Coded an algorithm for customized emails. Revisited existing puzzle engine to add features like “undo” or “restart”... |
| 2003-2010 | Math Teacher and Head Professor | Education Nationale - France |
| | | Built annual progressions to match national standards and student needs while maximizing interest. Managed Communication inside the teaching team and with the students' parents, through the implementation of new web-based technologies. |
| | | ++ Created and managed 2 chess clubs and 1 strategy games club. |
| | | ++ Built a partnership with local theater and region administration to provide acting classes. |
| | | ++ Managed a partnership between middle and elementary schools to build a mathematics competition. |
| | | ++ Participated in special math classes helping problem kids reintegrate normal school life. |

Projects: (P: producer, GD: Game Design, LD: Level Design, Pr: programming)

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| PlayMath™ (P & GD & Pr) | Budget of \$600,000 over 3 years, with schools and curriculum specialists. Details under NDA |
| Distressed Avatars (P & LD) | Partnership with MSPP: help adolescents understand their emotions. |
| Whoi Submarine (P & GD) | Millions of real pictures categorized by kids to help microorganism scientists from WHOI. |
| Vampire Power (P & GD) | Teach energy efficiency in a game spread throughout a virtual world. (partner UNT) |
| Wardrobe (P) | Develop a new tool allowing kids to store an avatar for later use. (internal) |
| Parties and contests (P & LD) | Various internal event for the community. |
| Tyrant sim and optim (P & Pr) | Retro engineered <i>Tyrant Unleashed</i> and built a tool to evaluate winning chances of different decks. (Javascript) ~500 daily page views while maintained. |
| Narcosis (P) | Student project continued by part of the team http://narcosis-the-game.com/ |
| Cauchemar (P & GD & Pr) | Student project. Won an international student competition: ACE 2011 (Lisbonne) |

Education:

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| 2012 | MS: Game Design (specialty in Production) | ENJMIN (Angoulême, France) |
| 2002 | MS: Mathematics and Teacher Certification | University Paris VI (Paris, France) |