FABIEN COLLARD
GAME DEVELOPER

Experience and versatility for your project!

Over the course of 13 years in the game industry, I have explored many facets of game development, always looking to **empower creative minds** with a logical & human approach.

As programmer or technical designer, my goal is to create outstanding games and teams. I am looking forward to working with you!

Email   fabien.collard@gmail.com
Skype   fabien.collard

Residence   Paris, France
             (willing to relocate)

Date of Birth   26 July 1982
Nationality   French
                 Permanent residency in S.Korea

TECHNICAL

Gameplay Programming

Tools for design & art

Creative lead, ideation

Design & balancing

UI & UX programming

Engine & AI programming

ORGANIZED

Publishing & product delivery

Multi-cultural team lead

Remote workflow

Studio founding & recruitment

Agile & groupwares

Outsourcing (QA, localization…)

SOME PLATFORMS & TOOLS

I AM FLUENT IN

Hello
English

Bonjour
French

안녕하세요
Korean

Fabien Collard Game Developer

PROFESSIONAL EXPERIENCE

Owner / Developer at Fabula Leonis
2015-Present

Self-founded one-man independent game studio, aimed at studying game **design & development**.
Freelance programmer on Eden: Renaissance prototype for iOS (2016).

Senior Producer at Nvizzio Creations, Montreal (Canada)
2017-2018

Producer for Eden Rising, Nvizzio's PC multiplayer coop action game. I managed a team of 30 through all **production & planning** until Early Access on Steam in 2018.

Lead Programmer at Ubisoft, Montreal (Canada)
2016

Lead for the Online programming team on For Honor. I managed a team of 20 and coordinated with all other development teams towards the game final release in order to **deliver a competitive online experience**.

Executive Producer at Samsung Electronics, Seoul (South Korea)
2013-2015

Co-founder & executive producer of Samsung's first standalone game studio in Manaus, Brazil. I **recruited 40 game industry specialists** (from Brazil, USA and UK) and **supervised two projects** (released in 2014 and 2015).

Producer at Gameloft Seoul (South Korea)
2010 - 2012

Main producer for major Android, iOS and Facebook projects. I managed between **30 and 55 people on four projects** (US$1~3 million budget), with two releases in 2010 and 2012.

Developer at Joycity Entertainment, Seoul (South Korea)
2005 - 2009

Major games developer in Korea (300 people in 2011). I was a **development lead and main engine developer** on mobile projects in 2009. I also worked on UI, physics, AI and middleware development on several projects from 2005 to 2008.

PLATFORMS & TOOLS

Languages	C#, C++, Java, LUA, Action Script, SQL
Technologies	Unity, Flash, Scaleform, OpenGL, Direct3D, 3ds Max plug-ins
Source control	Mercurial, SVN, Microsoft TFS
Groupwares	Jira, Confluence, Slack, Hansoft, Assembla, Redmine, Microsoft TFS...
Platforms	PC, iOS, Android, PS4, XBox One, VR, Facebook
Misc.	Advanced use of Microsoft Office, Photoshop, InDesign, Blender

ACADEMICS

Master's degree at Université de Technologie de Troyes (France)
2005

Major in Management Information Systems, specialization in Software Integration

French	Native speaker
English	Professional (12+ years)
Korean	Fluent (TOPIK level 5 in 2012, resident for 12 years)

INSPIRATIONAL BITS

Comics	Manu Larcenet, Takehiko Inoue, Akira Toriyama, Scott McCloud
Music	Bjork, Smashing Pumpkins, David Bowie, Sanullim (70's Korean rock)
Literature	Aldous Huxley, Eiji Yoshikawa, Dan Simmons, Philip K. Dick
Movies	Francis F. Coppola, Sergio Leone, Isao Takahata, John Lasseter
Design	Kenya Hara, Dieter Rams, Frank Gehry, Giorgetto Giugiaro
Sports	Soccer, cycling, basketball, snowboarding, hiking