

GWENAELLE WOZNIAK

producer & game designer

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Work experience

Sept 2017
Volunteer
Service *Fédération Familles Rurales de l'Hérault* Montpellier, FRANCE
COMMUNICATION MANAGER

This non-profit organization is a national French movement providing multiple services to families in rural territories: nurseries, access to legal services and justice accommodations, continuous training, senior activities.

As a volunteer in service, I'm helping to create and execute a communication plan aiming to develop the South local branch.

- **Benchmark**
- **Communication plan:** guidelines, editorial calendar, database and newsletter set up
- Major website, flyers and various documents update according to a new **graphic identity**
- **Community management** on social networks (Facebook, Twitter)
- Organization of a one-day event for former volunteers, expecting 80+ guests

Jan-May
2017
Permanent
contract *Féérik Games* Montpellier, FRANCE
PRODUCER

The studio is specialized in free-to-play games and focuses on both online and mobile games with titles like "Eredan Arena" and "BAClash". Since the company's acquisition by Frédéric Markus, Féérik G. has been creating new titles.

Responsible of production for BAClash, OhMyDollz, Eredan Arena, Eredan iTCG and an unannounced title, which represents 58+6 about 30 employees, outsourcers and community leaders.

- Set up of *Open Project*, a **management tool** to plan agile projects on soft launch and live operations
- **Guidelines & processes** to design UI, quests, patchnotes and track bugs more efficiently
- **Production pipelines** for OhMyDollz, Eredan Arena and Eredan iTCG releases
- **Backlog & sprints** for an upcoming title
- **Schedules**, follow up on tasks and priorities, meetings organization
- Communication with external outsourcers, weekly reports
- Indexing, **classification** and uniformization of the entire documentation, new permission system

Jan 2016
Jan 2017
Permanent
contract *Féérik Games* Montpellier, FRANCE
GAME DESIGNER

Follow-up production of *BAClash*, launched on May, 11th on Android. In addition to my internship tasks:

- **Content design:** items, runes, spells
- **UI:** design of menus and in-game interfaces
- **Free-to-play monetization** and **player progression**
- In-game texts and guides
- Music guidelines and contact point for the composer

Aug-Dec
2015
Internship

Féerik Games Montpellier, FRANCE

GAME DESIGNER

Working on *BAClash*, a MOBA game designed for mobile platforms.

- Game genre and target audience analysis • High concept
- **Systems design**: heroes, abilities, resources, map elements and so on
- **Feature documents** & lists • Assets & Feedbacks lists
- **Level Design** in Unity
- **Tests, tweak and balance** on prototype, via **Microsoft Excel simulations**
- Pre-production roadmap
- **Playtests protocols** & sessions

June-Sept
2014
Internship

Succubus Interactive Nantes, FRANCE

GAME DESIGNER

The studio is specialized in serious game that developed many games for public services and companies like "Cornak" and "Happy night".

- Responsible of **storytelling** for a gamebook comic including researches, background story, **decision trees**, dialogs, flash integration with a homemade tool
- **3D-Isometric Level design** on a simulation game taking place in a city
- Test & Debug on those games
- Several other production documents including game concepts and how to play document

Education

2012
2015

Supinfogame Rubika Valenciennes, FRANCE

GAME DESIGN & Management Master Degree

- Classes in Game & Level Design, Game history & culture, Interactive story-telling, Management, Ergonomy, Serious gaming, Unity 3D, Unreal Engine • Projects with Gameloft, 3DDuo, Ed. Dupuis

2009
2012

University of Strasbourg FRANCE

BAC + 2 PERFORMING ARTS, specialized in Cinema

- Classes in Film history & analyse, Editing, Storytelling, Filming technics, Documentary
- Theory and Practice as Director, Writer, Editor • Several projects and shorts films: « L'Atonie », « Le Vif d'or »

Projects

Sept-
June
2015 *Warpath*, REAL-TIME STRATEGY GAME
LEAD GAME DESIGNER

Warpath was our final year project at Supinfo game. It is an RTS focused on **micro-management**, aiming to challenge reactivity and adaptability: the map is fragmented into pieces in perpetual movement and the combat system is inspired by MOBA games.

- Lead: game design management, establish guidelines, especially for **economic** and **combat system**
- Design of macro system: control points, events (weather system) and **units**: statistics, abilities, inputs...
- Working on **balancing**, ergonomics and signs & feedbacks, but also video editing and storytelling

July-Feb
2015 *Ascentio*
SECRETARY & CO-MANAGER

Ascentio is an **e-sport** association managing League of Legends and Counter Strike: Global Offensive **semi-pro teams** and providing logistic support to help teams improve their visibility on e-sport scene.

- Secretary of the association, in charge of administrative documents
- Installation of a scope of activities, an organization model, a visual identity and communication guidelines
- Responsible of websites associated to Ascentio

Qualifications

PROFICIENT IN ENGLISH • MOTHER LANGUAGE IS FRENCH

Producing	Waterfall & Scrum • Gantt • Microsoft Project & SharePoint • Jira • Open Project • Microsoft PowerPoint
Production documents	Rational Game Design • Behaviors • Learning & Difficulty curves • Progression systems
Prototyping	Unity • Unreal Engine • SVN • SourceTree • HTML & Css
Monetization	Free-to-play • Metrics analysis
Level Design	2D Layouts • Level Building • Sketch Up • 3DS Max
Ergonomics & Balancing	Screen structures • Microsoft Visio • Simulations & DPS Meters • Microsoft Excel
Storytelling	Universe & Character sheets • Mission Design • Storyboards & Video editing • Adobe Photoshop & Premiere

Hobbies

« *Conservatoire à Rayonnement Régional* »
Marseille, Lyon
MUSIC STUDIES CERTIFICATE
Electroacoustic Harp

Organizations of
MURDER PARTY
(10-20 people) &
pen-and-paper role-
playing game

FAVORITE GAMES
League of Legends
Guild Wars II
Don't Starve
Hearthstone

- *Well, there you are, boy. Platform nine -- platform ten. Your platform should be somewhere in the middle, but they don't seem to have built it yet, do they?*

Harry Potter and the Philosopher's Stone

