

## ■ XAVIER FABRE

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## PRODUCER



Passion, Enthusiasm, Tenacity.



## ■ EXPERIENCE (References available upon request)

### 2015

### Associate Producer at Wild Sheep Studio on **WiLD** (PS4)

- . As the only producer at Wild Sheep, I am working closely with every field to make the vision of **Michel Ancel** (creator of Rayman, Raving Rabbids, BGE, etc.) happen!
- . Creating, coordinating, tracking and facilitating production schedules on a daily basis
- . Main point of contact for our publisher, **Sony**, reporting progress, communicating their requests and making sure that our overall goals are in sync

### 2014 2013

### Producer at Asobo Studio on **The Crew** (Xbox 360)

- . Managed a team of 20 people from technical feasibility study to gold master, aiming to deliver the new-gen experience on an older platform
- . Was responsible of budgeting, staffing, defining milestone objectives, tracking team progress and delivering quality content
- . Handled the publisher relationship with **Ubisoft Partners** and oversaw communication between **Ivory Tower** (Xbox One), **Ubisoft Reflections** (PS4), **Ubisoft Pune** (QC), **Ubisoft Bucharest** (Compliance) and **Ubisoft Montréal** (Networking)

### 2014

### Producer at Coffee Time on **Splode'N'Die** (iOS & Android)

- . Managed a team of 3 people from concept to release in our spare time in order to create an original & fun experience on mobile devices
- . Handled marketing, external communication (e.g. Touch Arcade) and publishers relationship with **Tilting Point**

### 2012 2011

### Associate Producer at Asobo Studio on **Kinect Rush**

- . Managed the gameplay team composed of 25 people: designers, gameplay programmers and animators, from documentation to implementation
- . Communicated **Microsoft's** requests, creative director's vision and ensured everyone was on the right track regarding quality expectations and deadlines

2010

## Production Intern at Asobo Studio on **Kinect Rush** (Xbox 360)

- . Supported the team to get the publisher's green-light
- . Heavily involved in the day to day tasking and follow-up
- . Worked closely with the **Executive Producer** and the **Creative Director** to ensure that the game vision and the project guidelines were understood and followed

2010

## Producer at Artik Entertainment on **Roll Out** (iOS)

- . Managed a team of 4 people from concept and prototype to release
- . Handled the publisher relationship with **Bulkypix & Fishing Cactus**
- . Led and cleared the road for the team in order to make the game and at the same time dealt with everyday problems

2009

## Game Design Intern at Orange on **League Of Legends** (iOS)

- . Set the concept, defined the mechanisms, balanced and tweaked the gameplay
- . Reported to the design team at **Riot Games**

2007

## Quality Assurance Intern at Ankama on **Dofus** (PC)

- . Managed feedback of the players, prepared the reports for the design team, tested and **participated in the balancing of the new content**
- . Helped in level building for the release of the Otomai island add-on



## . **EDUCATION** (+4)

- . 2006 - 2010: Supinfo game, Master's Degree in Game Design and Production Management
- . 2005: French Baccalauréat, Scientific option

## . **SKILL SET**

- . **Substantial management experience**, including team building, challenging employee, tracking progress and helping everyone to improve
- . **Responsible for the smooth running of all stages of game development** (pitch, conception, pre-production, production, compliance check, debug) on several projects
- . **Excellent communications and liaising skills**, used effectively in-house and with clients
- . Producing accurate documentation such as **schedule, budget, staffing plan and reports**
- . Use of **waterfall, scrum and prototype driven** methodology
- . Extensive knowledge of **Office, Hansoft, MS Project, TFS and JIRA**
- . Fluent in English with French as native language

## . **INTERESTS** (Avid gamer)

- . Game industry, charts and creators
- . Traveling and discovering new cultures (trip to USA, Australia, Japan, Brazil)
- . Running (Paris Marathon in 2013)
- . Ergonomics and web design