

Mélanie Généreux

7-5250, Côte-Ste-Catherine
Montréal, QC
H3W 1N1

514.518.3596
hello@melaniegenereux.com
<http://www.melaniegenereux.com>

Summary

- A passionate, bilingual and self-motivated Game Designer, graduated with a VFS Game Design Diploma, a 3 year Multimedia Diploma and many late hours of gaming.
- Excellent communication and interpersonal skills with a strong desire to see the job completed and highly polished.

Work History

Game Designer

EA Mobile, Montréal

July 2007 – Present

- Experimented core game mechanics with paper prototypes, and further elaborated game tools & navigation with Flash Adobe applications.
- Developed and defined fun factors, controls, difficulty progression, and overall feel & mood of the game.
- Wrote and maintained vision of the game through game design documents, and day-to-day communications with team leads.

Web Developer

Contractor, Various Locations

June 2005 – December 2007

- Integrated multiple innovative websites within the industry standards' rules. (W3C)
- Installed open-source CMS and modified them to the client's needs.
- Developed Adobe Flash content and improved the overall optimization. (SEO)

Graphic Designer

Wave Generation, Montréal

Spring 2005

- Created game magazine ads, holiday cards and web banners.
- Conceived the promotional E3 2006 video.
- Designed educational children's products.

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Education

Game Design Diploma

Vancouver Film School, British Columbia

June 2006 – June 2007

- Learned about game theory, storytelling, level design, game writing, interactive narrative, Machinima and quality assurance.
- Increased knowledge on game development process, from pre-production to the shelf.
- Acquired technical experience on UnrealEd 2004 and NWN Aurora Toolset.

Multimedia Degree

Cégep de St-Jérôme, Québec

August 2002 – June 2005

- Learned about project development, team management, video editing, audio composition and editing, scripting and Flash.
- Increased ability to handle multiple tasks on tight dead lines.
- Established self-confidence with public speaking.

Technical Skills

Proficient with:

- Adobe Creative Suite 3
- After Effects 7.0
- Acid & Pro Tools
- Microsoft Office
- UnrealEd 2004
- NWN Aurora Toolset

Exposed to:

- 3D Studio Max
- Eva Real Time
- Motion Builder 7

Hobbies & Interests

Games:

- Action/Adventure
- Racing
- RPG
- Puzzle

Sports:

- Basketball
- Soccer
- Pool
- Bug Hunting

Art:

- Drawing
- Painting
- Sculpture
- T-Shirt Design

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Hear the Buzz

“Melanie has always displayed a high degree of integrity, responsibility, and ambition. She is definitely a leader rather than a follower. [...] She is also a most dependable team player [...] [and she] always dealt with collaborators and partners, like Nokia, in a professional manner.”

Jacob Tran
Game Design Instructor
Vancouver Film School

“What I especially enjoyed about Melanie’s work is her ability to branch out in unexpected directions with great results. She always finds a way to put her own unique spin on everything. [...] Melanie has a great and infectious attitude and got along tremendously well with all students and staff here [...] and is exceptionally passionate.”

Andrew Laing
Game Design Instructor
Vancouver Film School

“Mélanie has proven that she possesses a strong set of both creative and technical skills. She is professional, diligent and has demonstrated a great degree of initiative.”

Noémie Dupuy
Associate, Producer
Wave Generation

“Through three years of studies, [...] Mélanie proved she was able to deliver a serious amount of work through all the stages of the production process.”

Jérémie Bernard
Multimedia Instructor
Cégep de St-Jérôme