



**GRADUATED IN MANAGEMENT
AND GAME DESIGN**
26 YEARS OLD
78400, CHATOU

I wish to make other peoples live new experiences and strong emotions through productions with original and interesting possibilities.

Currently on Paris. Open to relocate, to remote working and available right now.

FRENCH

NATIVE

ENGLISH

B2

CONTACT bisogno.yoan@gmail.com • [+33 7 69 81 75 00](tel:+33769817500) • in/yoan-bisogno • bisognoyoan.fr

EXPERIENCES

2023 [FREELANCE VOICE OVER](#)

Seeking out customers, understanding their expectations and needs, ability to manage several projects simultaneously, meet deadlines and work independently.

2022 [RIVERMAN STUDIO | PARIS](#)

Understand customer and company needs and expectations, produce documentation of a hypercasual mobile serious game, communicate and conceptualize in accordance with the various teams.

2020 [LUDOTECH | CACHAN](#)

Understand customer and company needs and expectations, produce documentation of 20+ board game design, communicate and conceptualize in accordance with the various teams.

2019 [PEPITE PACA EST | CANNES](#)

Working on my business creation and video game called MAGUS ACADEMY, definition of expectations and needs and project management using Scrum methodologies.

2018 [INGEMEDIA | TOULON](#)

Supervision and production of web, audiovisual and communication content creation.

EDUCATION

2018 – 2020 [MASTER HIC](#)

Humanités & Industries Créatives - Management de Jeux Vidéo, Image, Créativité | Université Côte d'Azur - Cannes

2017 – 2018 [L3 INFOCOM](#)

Information Communication | Université de Toulon

2017 [BACHELOR CANADA](#)

Conception Jeux Vidéo | Université du Québec À Chicoutimi

2015 – 2016 [DUT MMI](#)

Métiers du Multimédia et de l'Internet | Université de Toulon

2015 [BACCALAUREAT STI2D](#)

Systèmes d'Information et Numérique | Lycée Thomas Edison - Lorgues

Please note that the underlined headings are clickable links

PRODUCT OWNER



PERSONAL PROJECTS

2023 [Y.O.A.N](#)

- Project Manager, Game Designer, Sound Design, UX
- Developed in my spare time in team of 3

2023 [VENTORY'S INN](#)

- Project Manager & Game Designer
- Developed for Ludum Dare 54 in team of 4

2023 [HUMANOPHOBIA](#)

- Project Manager, Game & Level Designer
- Developed for GMTK's GameJam 2023 in team of 6

2023 [KATABASIS](#)

- Project Manager & Game Designer
- Developed for Brackeys GameJam 2023.2 in team of 6

STUDENTS PROJECTS

2020 [MAGUS ACADEMY](#)

- Scrum Master, Game & Level Designer
- Presented at the FIJ, Cannes and in team of 8

2019 [FIGHT LIKE A GIRL](#)

- Game & Level Designer
- Presented at the FIJ, Cannes and in team of 12

SKILLS

HARD SKILLS

ROADMAP	PRODUCT VALIDATION & TESTING
DATA ANALYSIS	PROJECT MANAGEMENT & TOOLS
TECHNICAL DOCUMENTS	BACKLOG & USER STORIES

SOFT SKILLS

TEAM SPIRIT	DEFINING TARGETED CONCEPTS
ADAPTABILITY	ANALYZE CLIENTS' NEED
PROBLEM SOLVING	AGILE METHODOLOGIES

MULTIMEDIA

SOUND PROCESSING	USER EXPERIENCE & INTERFACE
ADOBE & OFFICE SUITE	VIDEO & PHOTO PROCESSING

HOBBIES

STREAMING | WORKOUT | VOICE OVER | BOARD GAMES