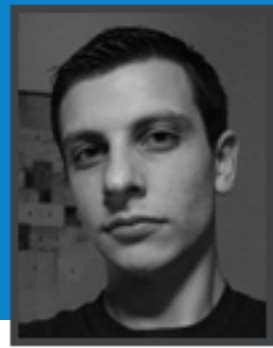


- Xavier Fabre
- 43 Rue Condorcet, 33300 Bordeaux, France
- +33 (0)5 56 39 17 58
- +33 (0)6 75 38 59 95
- fabre.x@orange.fr
- www.xfabre.com



Assistant Producer

- . Always feel passionate about the games and projects I'm working on
- . Keep a positive attitude and become a reliable element
- . Do my best to deliver high quality projects by supporting and listening to the team
- . Work among experienced people and learn from them

Experience (References available upon request)

. **Production Intern** at **Asobo Studio** on an **Undisclosed AAA Game**, *Jul 2010 - Dec 2010*

Completed the pre-production and supported the team to get the publisher's green-light. Worked closely with the Executive Producer and the Creative Director to ensure that the game vision and the project guidelines were understood and followed. Helped to set new production process in order to improve the communication and organisation. Heavily involved in the day to day tasking and follow-up.

. **Project Manager** at **Supinfogame** on **Big Bang**, *Oct 2009 - Jun 2010*

Puzzle Game developed for PSN and XBLA with 4 people during the last year of my course. Led and cleared the road for the team in order to make the game and at the same time dealt with everyday problems. Set the AGILE process, increased the team productivity and managed the production from concept to a playable prototype.

. **Producer** at **Artik Entertainment** on **Roll Out**, *Oct 2009 - Mar 2010*

Platform Game on iPhone & iPad published by **Fishing Cactus**. Created my own studio with 4 people in order to develop and commercialize it. Managed the production and the team, made critical decisions to deliver a top quality iPhone game and handled the developer/publisher relationship.

. **Game Design Intern** at **Orange Labs UK** on **League of Legends iPhone**, *Jun 2009 - Oct 2009*

Tower Defense developed in collaboration with **Riot Games** and **GOA**. Set the concept, defined the mechanisms, balanced and tweaked the gameplay. Also worked on several social & casual game concepts for **Orange**.

. **Quality Assurance Intern** at **Ankama** on **Dofus**, *Jun 2007 - Oct 2007*

Famous European MMORPG with almost 30 million registered users. Managed feedbacks of the players, prepared the reports for the design team, tested and participated in the balancing of the new content.

Education (+4)

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

Skills

- . Office 2007 / Hansoft / MS Project
- . Photoshop / Illustrator
- . SketchUp / MS Visio / Unity / UnrealEd 3
- . English: fluent / French: mother tongue

Interests

- . The Game Industry Business side
- . Travel and discovering new cultures (Trip to USA, Canada, Japan, Senegal...)
- . Visuals, Ergonomics and Web Design