Remi Mallette

📱 514-268-8021

✈ remimallette@gmail.com

📍 Mercier, QC J6R2L6

SUMMARY

Ingenious Designer with fortes in gameplay, production and prototyping. Completed many projects with high value IPs. Live Ops experience. Talented at establishing trusting relationships with clients and coworkers. Committed to ensuring each piece is of quality and excellence.

SKILLS

- Public speaking
- Team supervision and oversight
- Interdepartmental and team collaboration
- Best practices
- Metrics and data analysis
- Well-trained in Unity
- Design strategy
- Final design delivery
- Computer skills
- Game design

WEBSITES, PORTFOLIOS, PROFILES

https://remimallette.wixsite.com/portfoliorm

EXPERIENCE

May 2020 - Current
Associate Design Director - Gameplay Omnidrone | Barcelona

- Oversaw and trained highly talented teams of designers, providing guidance and support to complete work on time and within project parameters.
- Provided extensive coaching to each designer, promoting confidence and morale while cultivating positive working partnerships.
- Facilitated new processes within department, alleviating repetition and boosting overall team productivity.
- Contributed ideas during strategic and conceptual brainstorming sessions.
- Followed corporate brand guidelines to enable brand consistency across campaigns and marketing programs.
- Maintained in-depth and current knowledge of emerging industry trends

February 2019 - May 2020
Lead Game Designer MalletteBehaviour Interactive | Montreal, QC

- Coached and directed junior team members on performance and policies implementation.
- Used Unity to create electronic versions of designs.
- Researched demographics and statistics relating to game to determine type of gameplay to use.
- Collaborated extensively with Producer and Creative Director to take project goals, break each into job tasks and prioritize tasks for easier management.
- Coordinated with programming, production and art teammates to create innovative and quality game content.

June 2014 - January 2018
Game Designer OmnidroneLudia Inc | Montreal, QC

- Researched demographics and statistics relating to game to determine type of gameplay to use.
- Used Unity and C# programming languages to develop game prototypes based on ideas for other projects.
- Trained and coached new hires and junior developers and shared insight into ways to meet tight deadlines and improve overall efficiency.
- Researched game design needs and compiled reference materials for future use.

September 2013 - December 2013
Game Designer Clever Plays | Montreal, QC

- Used Unity and C# programming languages to develop game demo in order to get subventions.
- Researched game design needs and compiled reference materials for future use.
- Identified issues with gaming code and implemented debugging

methods to ensure that all errors were alleviated.
- Wrote code to determine mechanics and gameplay of new software.

EDUCATION AND TRAINING

July 2013
A.E.C. | Game/Level Design
Campus ADN, Montreal, QC

LANGUAGES

English:

Full Professional

French:

Native/ Bilingual