

CHARLES-OLIVIER PÉLOQUIN

Project Management

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EDUCATION

MASTER OF MANAGMENT
Art and Video Games specialisation
HEC MONTRÉAL | 2018

AEC IN LEVEL DESIGN
+3D modeling attestation
CAMPUS ADN | 2016

BACHELOR IN ECONOMICS AND POLITICS
UNIVERSITÉ DE MONTRÉAL | 2014

SKILLS

FRANÇAIS
Native proficiency

ENGLISH
Professional proficiency

METHODOLOGY
Agile oriented
Scrum
Kanban
Collaborative Management
Iterative Production
Decentralized Systems

SOFTWARE
Jira
Slack
Trello
Excel
Perforce/Git
Microsoft Project



PORTFOLIO

WWW.CHARLESOLIVIERPELOQUIN.COM

PROFESSIONAL EXPERIENCE

ASSOCIATE PRODUCER

LuckyHammers | April 2018 - Today

- Manage a team of 25 developers
- Perform critical analysis of processes to suggest corrective actions
- Establish successful new production pipeline
- Maintain partnership relation with Asmodee Digital and Fantasy Flight Games

PROJECT MANAGER

Breaking Walls | August 2016 - March 2018

- Establish a successful production pipeline from the ground up for the main project of the studio.
- Found and maintain partnership relation with: *Le Centre Phi*, *MIGS*, *Steam* and *La Guide des Dev. du Québec*.
- Manage a team of 13 developers using an Agile Methodology : Scrum and Kanban inspiration.
- Manage to ship the *Playable Teaser* of the game : *Away VR*
- Episode 1 of the game soon

PRODUCTION ASSISTANT | SCRUM MASTER

Campus ADN | April - July 2016

- Assisted the Leads to coordinate a team of 30 developers for a 15 week project. (Now on Steam)
- As the Scrum Master, I organized stand up meetings, scoping recaps and build reviews
- As the production assistant I did the follow up with the leads and the producer on the productivity of the team and the possible blocking elements.

MARKET ANALYST INTERN

ToboStudio | June - August 2015

- Produced Benchmark documentation for ToboLab, a market intelligence branch of ToboStudio, specialised in videogame development
- Produced economic design documents for Smala, a social medias/video game project of ToboStudio

CULTURAL EVENT PRODUCER

Espace Notre Dame | November 15, 2014

- Produced an event for 10 artists : 5 musicians, 2 visual artists, 1 DJ and 2 film makers.