



Florent JAMET

Junior Product Owner



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Junior Product Owner seeking an apprenticeship starting in mid-January 2024 to enhance my training course. Originally a Game Designer, I am already familiar with agile and Scrum working methods, as well as project management.

EXPERIENCE



Project for ATE Formation

2021

Game Design : Unity

- Creation of a gamified quiz
- Communication between the company and the team
- Project management

End Year Project

ArtFX 2018-2019

Level Design Freelance: 3 video games

Communication Time management

- Platformer : *Screw UP*
- VR Cooperative : *Ichor*
- Survival : *Lost In Tide*
- Agile Framework

System Design, Programation

Communication Time management Project management

- Climbing game : *Drag On*
- Agile Framework

Game Jam

Game Jam : events where game developers come together to create a game in a short period of time.

Teamwork Communication Time management
Management

- Ludum Dare n°40 & n°42
- Montpellier Opéra Jam 1st 2017, 2 nd 2018
- Global Game Jam 2017 / 2018 / 2019
- Gacha 2018
- Montpellier Genopolys 2018

LANGUAGE



Maternel



Fluide

HOBBIES & INTERESTS



Climbing, Watchmacking, Diving

EDUCATION



Training course Product Owner

2016-2019 Oreegami, Montpellier

Master video games, Game Design

2016-2019 Artfx, Montpellier

Brevet des métier d'art, Horlogerie

2009-2014 Lycée Jean Jaures, Rennes

COMPETENCE



Hard Skill

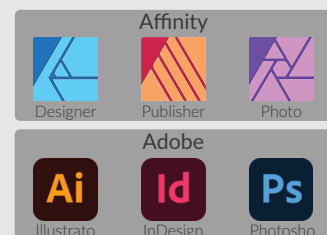
- User story
- Création & Backlog Gestion
- Persona

Soft Skill

- Critical thinking
- Teamwork
- Logic
- Empathy

Software

- Documentation



- Game Engines



- Organization

