

Dorian ALEXANDRE

Junior Producer

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» ABOUT ME

I hold a Bachelor's degree in Game Design and Production Management, and I am currently completing an internship at Nacon as an Associate Producer to deepen my expertise in game production.

» HARD SKILLS

- Project Management Tools
- Agile Methodologies
- Excel Proficiency
- Resource Management
- Schedule Monitoring
- Tech Design Knowledge

» SOFT SKILLS

- Organizational Skills
- Concise Communication
- Time Management
- Team Collaboration
- Decision Making

» TOOLS



Excel



Jira



Confluence



Unreal



Click Up



Office



Adobe



Unity



French Native



English Fluent

» WORK EXPERIENCE

ASSOCIATE PRODUCER

Nacon Feb. 2025 - Aug. 2025

- **Assisted 5 Producers** with their day-to-day tasks across **9 different AA games**.
- **Led the migration** of the production workflow to **Jira**, incorporating **cross-team** input.
- **Aligned studio vision** with production milestones and **budget constraints**.
- **Coordinated planning** with QA, Certification, and Game Design teams.

» STUDIES

PRODUCTION & GAME DESIGN

Bachelor | Game Sup 2021 - 2025

- **Managed over 7 student projects** as producer.
- Demonstrated **prioritization skills** during team workshops.
- Implemented **agile methodologies** using tools like **Jira** and **ClickUp**.