

Dante Medina

Game Producer

Efficient, Passionate & Results-driven

Fluent in *English, French and Spanish*

WORK EXPERIENCE

July 2016 - Present | Game Producer | Bigben Interactive, France

Responsible for the development of over 10 core console and PC games.

- Managing **production schedules** and **milestone deliverables**.
- Organizing the **localization, QA, outsourcing** and **budget** for each project.
- Evaluating production milestones with a **Game Design** approach.
- Supporting developers by **writing design documentation**.
- **Submitting** concepts and builds to Sony, Microsoft, Nintendo and Valve.
- **Collaborating** with marketing, sales and CM teams daily.

Games shipped: [WRC 6](#), [2Dark](#), [FlatOut 4: Total Insanity](#), [TT Isle of Man – Ride on the Edge](#), [Snow Moto Racing Freedom](#) (Switch port), [Aqua Moto Racing Freedom](#) (Switch port) and [The Voice](#).

Upcoming games: [Warhammer Hack & Slash](#) (PC/PS4/XB1) and [V-Rally 4](#) (PC/PS4/XB1/Switch).



October 2015 – June 2016 | Game/Level/Narrative Designer | [QUUR](#)

Final-year game project at Supinfogame Rubika.

- **Ownership** of the game's Level Design.
- Designed the **interactions** with the environment.
- **Wrote** the backstory.
- Assisted our Project Manager with production tasks.



June 2015 – October 2015 | Assistant Game Designer | Mob in Life, France

Four-month internship during which I shipped [Zombie Zone](#) for iOS and Android.

- Designed the **Multiplayer** component of the game.
- Designed the **UI** for several gameplay features.
- Adjusted the game's **balancing**.
- Worked on the game's **Quality Assurance**.



September 2014 – July 2015 | Game Producer | [Worship: Sailing Spirits](#)

Personal project developed for the Hits Playtime competition.

- Managed day-to-day tasks as well as the **project's roadmap**.
- Led a development team of seven people using **agile methods**.
- Designed some of the **gameplay features**.
- Handled the project's **community management**.



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[LinkedIn Profile](#)

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ACHIEVEMENTS

- Awarded GLITCH's **2017 GDC Scholarship** as part of the Game Production Guild.
- Shipped **WRC 6**, a game nominated for the **Best Console Game** category at the *2016 Ping Awards*.
- Managed the production and submission of WRC 6's **Chinese, Japanese and Korean** versions: the first Bigben games to release on these markets.
- **Learned publishing** for Nintendo Switch by myself and mentored my colleagues on the process.
- **Helped guide the creative vision** for TT Isle of Man – Ride on the Edge, a game that debuted at No.2 on the retail UK charts.
- IGDA Japan's **2014 Tokyo Game Show Scholarship** recipient.

EDUCATION

2011 - 2017	Supinfogame Rubika <i>France</i>	Master's degree in Management & Game Design
2008 - 2011	French High School of Guadalajara <i>Mexico</i>	Graduated with Honors, Literature Option

KEY SKILLS

- **Strong project management skills**
Very familiar with both **Waterfall** and **Agile** production methodologies. Constantly searching for new ways of improving internal processes.
- **Good understanding of Game Development**
Hands-on experience with game development: practice with both Unreal and Unity game engines, good knowledge of **production pipelines** and passionate about the technical challenges inherent to the craft.
- **Experienced with Game and Level Design**
At ease with producing **Design documentation**: benchmarks, UI mockups and high-level game design.
- **Solid written and oral communication skills**
Can communicate proficiently in **French, English** and **Spanish**. Have experience with public talking.

IT SKILLS



HOBBIES

- Traveling and discovering as many cultures as I can.
- Passionate about art in general, especially literature, painting, music and theatre.
- Amateur acting and singing, activities that I greatly enjoy.
- Writing in general: songs, poems, short-stories and articles.
- Learning Japanese: currently studying for the JLPT-5.
- And, of course, video games. Knowledgeable about many games and genres, always up-to-date with news about the medium/industry and member of the IGDA.