

# Mélanie Généreux

1170 Semlin Drive, #4  
Vancouver, BC  
V5L 4K2

778.235.4339  
[hello@melaniegenereux.com](mailto:hello@melaniegenereux.com)  
<http://www.melaniegenereux.com>

## Summary

- A passionate, bilingual and self-motivated VFS Game Design Graduate with a 3 year Multimedia Diploma and many late hours of gaming.
- Excellent communication and interpersonal skills with a strong desire to see the job completed and highly polished.
- Ability to create and develop a new look and feel for a selected product and expand this new and unique brand through all aspects of the project.

## Experience

### **Creative Director / Project Manager**

Milky Entertainment / VFS, Vancouver

*January 2007 – June 2007*

- Wrote and maintained the detailed design document, the project plan and the schedule.
- Delegated tasks to each member on the team and oversaw external collaborations.
- In charge of all visual aspects of the game; concept art, interface, animation and overall branding/marketing.

### **Web Developer**

Contractor, Internet

*June 2005 – Present*

- Integrated multiple innovative websites within industry standards. (W3C)
- Installed open-source CMS and modified them to the client's needs.
- Developed Adobe Flash content and improved the overall optimization. (SEO)

### **Graphic Designer**

Wave Generation, Montréal

*Spring 2005*

- Created game magazine ads, holiday cards and web banners.
- Conceived and animated promotional E3 2005 video.
- Designed educational children's products.

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## Education

### Game Design Diploma

Vancouver Film School, British Columbia

*June 2006 – June 2007*

- Trained in game theory, storytelling, level design, game writing, interactive narrative, Machinima and quality assurance.
- Increased knowledge on game development process, from pre-production to the shelf.
- Acquired technical experience on UnrealEd 2004 and NWN Aurora Toolset.

### Multimedia Degree

Cégep de St-Jérôme, Québec

*August 2002 – June 2005*

- Trained in project development, team management, video editing, audio composition and editing, scripting and Flash.
- Excellent ability to handle multiple tasks on tight dead lines.
- Established self-confidence with public speaking.

## Technical Skills

### Proficient with:

- Adobe Creative Suite 3
- After Effects 7.0
- Acid & Pro Tools
- Microsoft Office
- UnrealEd 2004
- NWN Aurora Toolset

### Exposed to:

- 3D Studio Max
- Eva Real Time
- Motion Builder 7

## Hobbies & Interests

### Games:

- Action/Adventure
- Racing
- RPG
- Puzzle

### Sports:

- Basketball
- Soccer
- Pool
- Bug Hunting

### Art:

- Drawing
- Painting
- Sculpture
- T-Shirt Design

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## Hear the Buzz

"Melanie has always displayed a high degree of integrity, responsibility, and ambition. She is definitely a leader rather than a follower. [...] She is also a most dependable team player [...] [and she] always dealt with collaborators and partners, like Nokia, in a professional manner."

Jacob Tran  
Game Design Instructor  
**Vancouver Film School**

"What I especially enjoyed about Melanie's work is her ability to branch out in unexpected directions with great results. She always finds a way to put her own unique spin on everything. [...] Melanie has a great and infectious attitude and got along tremendously well with all students and staff here [...] and is exceptionally passionate."

Andrew Laing  
Game Design Instructor  
**Vancouver Film School**

"Mélanie has proven that she possesses a strong set of both creative and technical skills. She is professional, diligent and has demonstrated a great degree of initiative."

Noémie Dupuy  
Associate, Producer  
**Wave Generation**

"Through three years of studies, [...] Mélanie proved she was able to deliver a serious amount of work through all the stages of the production process."

Jérémie Bernard  
Multimedia Instructor  
**Cégep de St-Jérôme**