

Leila SATSOU

Associate Producer

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Education

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| 2016 - 2017 | M.B.A Video Game Management IIM |
| 2014 - 2016 | Master Game Design ISART DIGITAL |
| 2012 - 2013 | Arts foundation course Animation and Video Games LISAA |
| 2011 - 2012 | Law Degree Reunion Island University |
| 2010 - 2011 | Literature High school diploma Option Arts Saint-Charles High School |

Languages

French
Mothertongue

Anglais
Niveau C1 au CECRL
TOEIC 830/990

Hobbies

Video Games
Travels (Asia-Europe)
Books (Crime novels, science-fiction, fantasy)
Cultural outings
Sport (bodybuilding)

Experience

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| G4C Europe & Education Festival Speaker <i>June - October</i> Presentation of the C.R.I and partners Presentation of gamelab's prototypes Presentation of a serious game | 2016/2016 |
| C.R.I Gamelab Game Designer <i>May - July</i> Researches and creation of a prototype (Partnership with Z.M.Q) | 2016/2016 |
| Ooblada Content Designer Game Designer <i>September - March</i> Creation of the weekly contents Difficulty balancing | 2014/2015 |
| Pixtel Q.A tester <i>September- January</i> Bugs identification and listing | 2013/2014 |

Skills

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| Trello | Unity | Photoshop |
| Redmine | Game Maker | Illustrator |
| Pack Office | Ren'Py | |