

FLORENCE VAILLANT

CREATIVE DIRECTOR | video games & virtual reality
French Citizen - Green Card holder



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@fvaillant



OVERVIEW

10+ years of worldwide experience at Ubisoft.

Shipped 12 titles from AAA, F2P, casual to virtual reality games.

Expert in all project life cycles.

VR enthusiast and evangelist, with high-profile insider knowledge.

Worked on the highly anticipated *Star Trek: Bridge Crew*.

Educated at world-renowned schools.

Highly resourceful, focused on low-risk solutions for high-value results.

Adaptable and reliable, cares about the project and the team.



SKILLS

SPECIALTIES

Video game direction
IP development
Project management
Game design
Playtesting

LANGUAGES

English: fluent
French: native
Spanish: intermediate

SOFTWARE

Microsoft Office, Adobe Creative Suite
Basecamp, Jira, Confluence, Perforce
Unreal, Sketch-up

PERSONAL

Passionate
Self-driven
Creative
Problem solver
Collaborative
Team player
Communicative



EMPLOYMENT

CREATIVE & CONTENT DIRECTOR

LOS ANGELES
SAN FRANCISCO
OSAKA
SHANGHAI
2011-2017

CORE TEAM GAME DESIGNER

MONTREAL
2010-2011

LEAD GAME DESIGNER

PUNE
2009

GAME DESIGNER

MONTPELLIER
MONTREAL
2006-2009



EDUCATION

MASTER'S DEGREE VIDEO GAME DIRECTOR

VALENCIENNES
2004-2006

BACHELOR'S DEGREE ENGLISH LITERATURE & CIVILIZATION

PARIS
2001-2004



INTERESTS

ACTING

Improv & theater
Voice acting
Short films

UBISOFT NORTH AMERICA

Main Projects: *Star Trek: Bridge Crew* (Game Design and VR events host), *Just Dance Disney Party 2*, *Tetris Ultimate*, *House MD Critical Cases*, and *CSI: Miami Heat Wave*.

Created an internal VR knowledge platform that kept studios on top of market trends.
Directed the full cycles of 5 games with worldwide studios. Always delivered on or under budget and on time.
Spearheaded 3 unannounced IPs that boosted portfolio value.

UBISOFT ENTERTAINMENT

Main Projects: *Assassin's Creed Unity* and *Brotherhood*.

Led collaboration between *Revelations*, *Unity*, and *Assassin's Creed 3* to ensure design coherence.
Responsible for the feature "Rome Global Economy" that amplified retention and engagement 5 years after launch.

UBISOFT INDIA

Main project: *Tollywood*

Successfully led, in 4 months, the entire conception of 2 games with a team of 15 people.
Guided growth of the studio by training 8 designers.
Adapted local customs for successful internal collaboration.

UBISOFT PICTURES & UBISOFT ENTERTAINMENT

Main projects: *Shawn White World Stage*, *My Healthy Cooking Coach*, *Rabbids Go Home*, and *Rayman Raving Rabbids*.

Implemented and improved tutorial success rate to 100% by giving crucial playtesting feedback.
Championed a lean approach to optimize development.

RUBIKA SUPINFOGAME

Top European video game school.
The diploma has been recognized by the French government as "Level 1".

SORBONNE NOUVELLE UNIVERSITY

Officially accredited/recognized by the Ministry of Higher Education and Research, France. Sorbonne Nouvelle is a coeducational higher education institution.

GAMES & TECH

Virtual, augmented, and mixed realities
Independent games and board games
Market analysis and trends