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Game Director

- 6+ years in video game industry.
- AAA games experience with high quality and accessibility objectives.
- Multidisciplinary expertise in production: Creative Direction, Game Design, Management, Technology.

Education

2003: Graduated from EPITA (Computer Science School) (Paris, France), specialisation SIGL (CASE – Computer Aided Software Engineering - and IT - Information Technologies).

1998: BAC S - Equivalent to an A level specialized in Mathematics – Industrial Technology.

Professional Experience

Ubisoft Group - 2003 - 2007

Ubisoft Montréal, Canada

Core Team member - Unannounced Project - Concept Phase – Apr-Sep 2008

- Part of the core team (3 people) to define the concept and innovation of a new kind of product (brand, IP, business).
- Co-designing and prototyping core gameplay mechanics.

Interim Creative Director - Splinter Cell (5) Conviction - May-Dec 2007

Splinter Cell is a well known stealth-action franchise, focusing on stealth gameplay, tension, and authenticity.

- Re-organize, recruit, and oversee the game design team.
- Refocus design and production around priorities and follow-up with team leads to achieve milestone specific objectives.
- Redefine the concept of single player mode around the brand values with the producer.

Fire Team Manager - Ubisoft World Studios (International Production) - Paris, France

Member of Ubisoft International Production department which oversees development of all internally produced Ubisoft games.

Responsible for securing projects release without compromising quality with the help of several experts, in a short timeframe.

- Missioned by Chief Creative Officer and General Director of Production to :
 - Audit projects at any phase of the project, in any Ubisoft studio.
 - Manage permanently a project to guaranty the release of the game.
- Advisor for direction on production risks with a focus on quality.

Longest Missions as Fire Team Manager

Splinter Cell Double Agent Single player X360 - Ubisoft Shanghai, China - Jun-Oct 2006

Splinter Cell Double Agent features a unique storyline that puts the player into an undercover mission, where he has to manage both sides' objectives.

Responsible for leading the project from a pre-beta state to gold master release.

- 130+ people team overall.
- As Technical Director: Organize and oversee production of HQ level gameplay elements and the Double Agent system.
- As Project Closer: Led project team to pass critical milestones: Beta, Playtests, Polish, Submissions, Master.

Project Manager - King Kong PSP - France - Oct-Dec 2005

Peter Jackson's King Kong: the Official Game of the Movie is a successful movie to game adaptation. The game is a cinematic experience that proposes a different point view in the universe of the movie, based on survival gameplay and high immersion.

The main challenge was to create this first Ubisoft PSP title, with limited knowledge of the hardware, and focusing on reaching playable frame rate with an overall acceptable quality.

- 30+ people team.
- Manage the team to port content of PS2 version onto PSP in only 5 weeks (submissions included)
- Oversee edit and optimization of already PS2-optimized game data with 3 teams: Level Design, Background Artists, and AI Programmers.

Technical Creative Director - Far Cry Instincts Xbox - Ubisoft Montreal - Jan-Oct 2005

Far Cry: Instincts is the console remake of the award winning PC game: Far Cry. This game reached standards for console FPS set by Halo and Halo 2, in term of accessibility, gameplay and storytelling.

Responsible for taking the gameplay from scratch, design and build shooter mechanics, AI systems, Level Design guidelines.

- Define quality standard as the E3 2005 Demo, then used as a benchmark for the whole game.
- Oversee complete Gameplay Production: 3Cs, Gameplay Elements, AI, and Level Design.
- Organize workshops with multidisciplinary teams to focus on solving issues and increasing quality.

Editorial Gameplay Programmer - 2003 - 2004

R&D on 3Cs and AI on several AAA game for Chief Creative Officer Department: Rainbow Six 3 PS2, Far cry PC, Ghost Recon 2 PS2

Other experience

2003: Virtools (<http://www.virttools.com>) - 6 month internship

- Conception and development of Vertex and Pixel Shaders support for 3dvia Virtools Dev 3.0 software.

2002: Epitech (<http://www.epitech.net>) - 1 year part-time

- Project Manager (Teacher) at Console Game Development Laboratory of Epitech (<http://gamedevlab.epitech.eu>).

2001: Darkworks (<http://www.darkworks.com>) - 3 month internship

- Participation on conception and development of a compiler and its virtual machine, for a proprietary language similar to Java, with performances aimed to be on PS2.

Other info

Brief explanation of my professional experience

I entered the company in 2003 as a programmer, directly in contact to the head office directors.

I proved my technical and management skills and the management recognized my ability to support and improve games based on their direction.

They offered me to work on missions, across all Ubisoft studios, to help projects. After a year, I had great results so they offered me a tailor-made job description (Fire Team Manager), and we started recruiting similar profiles. After 4 years of end-project missions and project consulting, I decided to go into production, so I moved to Montreal is the big studio.

During these 4 years, I met experts in any domain and worked with the most talented people the company has; at their contact, I have dissected and assimilated what made a game successful.

Languages

French: Mother tongue.

English: Fluent, **TOIEC:** 875.

Spanish: Basic.

Known Software

OS	Windows 9x/2000, GNU/Linux, Unix (NetBSD).
Internet	HTML 4.0, PHP 4, CGI.
Office	Word, Excel, Visio, PowerPoint, Outlook, MS Project.
Programming	C/C++ (GNU/Microsoft Visual Studio), Java, C#, ,...
APIs, and Libraries	Direct X 9.0 (Direct 3D), OpenGL, Cg/HLSL, MFC, Win32, wxWindows, STL, Sockets, J2EE Platform, .NET Framework, XML (DOM/SAX) ...
CASE tools	Doxygen, Visual Assist, Visual Source Safe, CVS, Autoconf/Automake, Rational Rose, Together, GNU tools (gmake, bison, flex,...).
Methods	OMT, (R)UP, SADT, XP (eXtreme Programming), MERISE ...
Object Oriented	UML, Design Patterns.
Databases	MySQL, PostgreSQL.

Other Fields of interest

Psychology, learning process, design for usability, acting, directing of real-time computer-generated video clips (Reference: http://demoscene.tv/prod.php?id_prod=12409, http://demoscene.tv/prod.php?id_prod=12410).

Interests

Computer Science: Demoscene, computer graphics and design, network games.

Sports: Squash, Basket Ball.

Other: TV Series, animation movies, electronic music, role playing games, fine art.