STEPHANE SURGET

WORK EXPERIENCE

MORRIGAN GAMES CEO, CTO
08/2019 - Today
Financial and operational management
Development of the following games:
- ***Azurine Flame:*** third-person 3D adventure game, developed with Unity (a technical demo on UE5 was also produced). Creation of the game and development of all functionalities. The game received support from the AURA region (prototyping grant) and the CNC video game tax credit.
- ***Space Station:*** multi-support project. Development of a companion application for a board game, as well as a standalone interactive story game. Specific tools were developed to enable the scriptwriter to create multiple stories.

BURGEL 2 EXPAND Game Director / Lead Developer
11/2017 - 07/2020
Production management
Technical architecture, gameplay code, AI and networks
Two productions:
- ***Beyond the Void :*** MOBA-type game, in 3D, developed with Unity. Development of client (gameplay) and server (authoritative server) code.
- ***Light Trail Rush :*** 3D multiplayer action/racing game developed with Unity. Development of AI and procedural content mechanics.

GRAND CAULDRON CEO, CTO
03/2014 - 10/2017
Administration and production management
Technical architecture and development
Production of the following games:
- ***Battlefleet Gothic: Leviathan:*** premium 3D mobile game, adapted from the eponymous board game by Games Workshop Ltd. Development of game mechanics, AI and multiplayer mode.
- ***Kult of Ktulu: Olympic:*** interactive text game, story with multiple branches.

INOVA SOFTWARE Quality Project Manager
08/2010 - 05/2015
Continuous integration management within R&D
Test automation

TRAINING

GAMAGORA – Lyon 2 university – 2008
Game/Level Design academic degree

IUT Henri Poincarré – Nancy university - 2004
DUT in computer science with digital imagery option

PROFILE

Born in Metz on July 04, 1984.

With significant experience in programming and project management, my aim is to create successful video games.

I founded Spore & Sorcery to provide services in my areas of expertise.

CONTACT

PHONE:
(+33) 6 61 93 92 41

E-MAIL:
ssurget@gmail.com

WEBSITE:
www.sporeandsorcery.com

SKILLS

C# programming.
Unity 3D expert.
English C2 level.
Agile team management.
Project budgeting and financing.
Mastery of the video game production chain.

HOBBIES

Role-playing games and Wargames
Movies and literature
DIY and cooking