

# MICHAËL CARTIER

## PROJECT MANAGER

### ABOUT ME

After more than 4 years at Babel Media, from Tester to Project Manager, I am now looking for a new experience in the video game industry. I had the chance to work on several AAA titles and my goal is now to take up on a new challenge.

### LOCATION

MONTRÉAL,  
CANADA



### INFORMATION

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### HISTORY

#### JANUARY 2014-PRESENT

**Keywords International, Montréal, C...**  
Project Manager

Worked on: Shadow of Mordor - Mortal Kombat X • Managing portfolio with budget of 4M/year • In charge of more than 100 persons

#### APRIL 2012-DECEMBER 2013

**Babel Media, Montréal, Canada**  
LQA Supervisor

Supervising up to 85 persons • Definition of test strategies, tasks and planning • Successfully handled a pilot project for a major client

#### AUGUST 2011-MARCH 2012

**Babel Media, Montréal, Canada**  
LQA Test Lead

Lead more than 15 projects • Management of team of 20+ testers • Successfully lead a pilot project which increased the LQA department by 40%

#### SEPTEMBER 2009-JUNE 2010

**Université de Montréal, Canada**  
Post-Grad Diploma, Game Design

Design workshop, Fundamental Concepts • Prototyping • Narration and Video Games

#### SEPTEMBER 2006-JULY 2009

**Institut G4, Marseille, France**

Master in management and multimedia PMI learning • Producer of a 1 year video game project • Alternate school/company

### FAST FACTS

7

Number of AAA titles shipped

4,5

Years in the video game industry

+100 pers.

In charge of

10.5

Average hours done last years per day

### SKILLS

Management  
Leadership  
People Skills  
Punctuality  
Success  
Communication  
Flexibility  
Technical



### MY FAVOURITE

My favourite Artist is David Cage



### KEY WORDS

Honesty | Dynamic | Responsibility

Decision making | Adaptability

Team building | Planning

Hard working | Presentation

Diplomacy | Budget | Engagement

Listening | Logistic | Collaboration

### LIKES



### WHAT OTHERS SAY

Cool headed | Positive | Leader

**OLIVIER CHRUN, LQA MANAGER**

Tireless | Dedicated | Solving skills

**BRUCE STAMM, COO, BABEL MEDIA**

Outstanding | Perfection | Superstar

**MATHIEU LACHANCE, FQA MANAGER**

### MILESTONES

2015 - LQA Project Manager on Mortal Kombat X

2014 - FQA Project Manager on Shadow of Mordor

2013 - LQA Supervisor on Batman Arkham Origins

2012 - LQA Supervisor on Ni No Kuni

2011 - Game designer on Cuba's Days iOS

2009 - Producer on an Indie game, ApocalyX