

Marine Appourchaux

Associate Producer

 Marine Appourchaux
 marine.appourchaux@gmail.com
 Paris

TOOLS

- Jira
- Confluence
- Office Suite
- Unity / Unreal
- Figma

SKILLS

Producing

- Backlog Management
- Sprint Planning
- Roadmaps

QA Test

- Test (Exploratory, Smoke, ect)
- Report bugs
- Test Plans
- Tracking bugs

LANGUAGES

English

TOEIC: 940/990

French

Native

INTERESTS

Reading

Mystery novel, Science-fiction, Romance

Video Games

Competitive, Narrative, Horror

Climbing

Indoor

PROFILE

Passionate about video game production, I'm aiming to grow into an Associate Producer role. With two years of experience in QA and a background in game design, I enjoy coordinating teams, structuring timelines, and improving processes to ensure game quality. My goal: support teams toward smooth and ambitious productions.

EDUCATION

Isart Digital

Master's Degree Game Designer

09/2020 – 06/2024 | Paris, France

PROFESSIONAL EXPERIENCES

Junior QA Tester

Madbox

09/2024 – present | Paris, France

- Monitor and communicate QA projects progress to the team
- Improve QA processes
- Redaction and Execution of test plans
- Test on Editor, Android and IOS (Mobile & Tablet)
- Execute different types of test (Light, Core, Smoke, Regression ect)
- Data Quality Assurance (Looker, Firebase)
- Set-up new devices for QA Test

QA Tester

Virtuos

09/2023 – 09/2024 | Cergy

- Bugs report on Jira
- Redaction and Execution of Test Plan
- Roadmaps
- Different types of Test (Regression, Smoke ect.) on PC, and Editor

QA Tester

Jam.gg

06/2022 – 09/2023 | Paris

- Bugs report on Linear
- Test Plan
- Test (Regression, Smoke, Sanity ect.) on browser, PC, mobile
- Documentation (Game Design Document, User Flow chart, Mock-up)
- Market Studies

PROJECTS

What The Scout?!

09/2023 – 06/2024

- Sprint Planning
- Monitor and communicate project progress
- Schedule meetings, supporting estimate on tasks
- QA: Bug backlog management, Test plan, Test on editor and build