

EMILIE POISSENOT



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Melbourne, Australia

IN SUMMARY

Senior creative lead with over 17 years of experience in game design and game direction roles across 40+ titles, big and small on a variety of platforms. Collaborative and communicative team player with proven skills in inspiring and empowering small teams, big teams, multi-teams, and teams transitioning in-between. A big picture, player-centric systems designer who promotes strategic, informed, intentful creative choices.

WORK HIGHLIGHTS

MIGHTY KINGDOM - CHIEF CREATIVE OFFICER & HEAD OF GAMES

Melbourne, Australia - 09/2021 to present

Lead creative vision and decision-making across all projects, work-for-hire to originals.

LEAGUE OF GEEKS - LEAD GAME DESIGNER

Melbourne, Australia - 11/2018 to 09/2021



Tripled the design team and transitioned it to a multi-project department during the pandemic.

BUY SOMEWHERE - GAME DIRECTOR

Sydney, Australia - 08/2017 to 10/2018

CEO's right hand and product owner involved in company direction and investor meetings.

EA MELBOURNE - LEAD GAME DESIGNER

Melbourne, Australia - 01/2015 to 10/2016

Led live service efforts on *The Sims Freeplay* and delivered record-breaking new events.

BIGPOINT GMBH - DESIGN SUPERVISOR

Hamburg/Berlin, Germany - 04/2014 to 10/2014

Lead of Leads and interim Design Lead on *Drakensang*. Increased retention and revenue 3 years into live service.

FRIMA STUDIO - GAME DESIGN DIRECTOR

Quebec City, Canada - 02/2011 to 05/2013

Ran the 6-people pitch team supporting the biz dev managers to keep 350 people employed.

SARBAKAN - GAME DESIGNER

Quebec City, Canada - 12/2007 to 12/2010

Sole designer on a game that was awarded *Game of the Week of the Year* by the players on Nickelodeon's website.

OTHER TIDBITS


- Regular public speaker at industry events on topics including [game design](#), [creative leadership](#) and [general game development](#).
- Taught narrative design part-time for four terms.

MY SIGNATURE MOVES


- Creative leadership that communicates a clear vision and leverages processes to foster a collaborative and empowered team.
- Transparent, radically candid management style that untangles complex issues by making teammates feel safe to discuss them.
- Holistic player-centric design that crafts an emotionally engaging journey from the first trailer to purchase to hours into gameplay.

MY SKILL TREE SNAPSHOT

GAME DESIGN (17+ YEARS)

- Player experience and systems design, dipping into UX and narrative design.
- Shipped in a wide variety of genres, platforms and business models.
 Over a decade on game-as-a-service projects.
- Attuned to market trends, studio strategy, and live service analytics.
- Dedicated to providing teams with decision-making razors and vocabulary to have objective discussions about what's right for a game.
- Documentation guru, flowchart aficionado and Confluence witch.

LEADERSHIP (13+ YEARS)

- Extensive experience leading, growing and supporting design and creative teams of 2 to 50 in studios ranging from 15 to 800 people.
- Managed people and processes of multi-disciplinary teams in fast-paced, ever-changing environments.
- Trusted facilitator and collaborator in resolving cross-department tensions and inefficiencies.
- Advocate for processes that empower teams to do their best work, and for improving leadership skills industry-wide.
 [My GCAP talks on this](#) are a crowd-favourite for several years.
- Clear communicator, patient mentor, empathic manager, diverse hiring promoter and partner in defining and executing a studio strategy.