

David MEKERSA

France - Vietnam

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Product Manager Senior Developer Software Architect



2016 to now

GAMECODEUR.FR (FOUNDER)

Coach and online teacher

- Self made Video Game Online School
- 270 Premium members in 10 months
- More than 20 courses produced
- 200 private videos (> 30 hours)
- 160 public videos (Youtube)
- Still growing!

2009 to 2016

CASUAL BOX (CEO)

Creative Director – Lead Developer

Game Designer – Consultant

Project, Production & Team management

Independent Game Studio - France

- 25 productions shipped
- Big Fish Games partner

Other partners:

iWin, Alawar, Avanquest, THQ/Valuesoft, ...

Sources of incomes:

- Publishing, Consulting & Work for hire
- Casual gaming, Serious gaming,
- Advert gaming, Mobile applications

Consulting on:

- Game design, Project management
- Prototyping, R&D, Recruitment

Expert on:

C++ / Unity / Corona SDK / Haxe

Studio closed in July 2016

2007/2009

ACCESS PALM SOURCE

PMO (Program Manager Officer)

France / USA / Japan / Korea

- Project coordinator on ALP (Access Linux Platform)
- Technical Coordinator with Samsung and 3rd parties Partnerships
- Coordinating software development for a Linux based mobile phone OS for 120 people based in: France, USA (Sunnyvale), China (Beijing/Nanjing), Korea (Suwon) and Israel (Tel Aviv)

2004/2006

NELIS (CO-FOUNDER)

Product Manager e-business

Montpellier France - 5 employees

- Architect and developer of an innovative web technology
- Product marketing, sales
- Team management, Project management
- Design of demos / Business Plans
- Recruitment, Business Development

2003/2004 and 1993/1996

ORCHESTRA SOFTWARE

Developer, Software architect then CTO

Technologies: .NET & WINDEV

Software publisher, 13 employees

- Team and project management
- Design and engineering of the complete software suite
- The product is today n°1 in France

2002/2003

EKTACOM (PARIS)

Software Engineer, project lead (Video encoding software)

- WMV encoder / Converter in C++
- COM/SOAP technologies
- Linux port

2001/2002

NEXWAVE SOLUTIONS

Developer then Product Marketing Engineer Jr

60 employees

Innovative Embedded Component based OS

- WAP emulator developer

Then (after my position evolved):

- Product marketing
- Competitive Benchmarks & design of « killer demos »

But also:

1998/2000 Software Engineer - IT Services

TEAMLOG and TAMAYA, Paris

1997/1998 QA Manager on WINDEV 4.1, 5, and 5.5

PCSOFT, Montpellier

2001/2003 : Founder of the former 'peekpocket.com' website

Specialised in PDA programming (before the smartphones...)

Main writer, webmaster, relationships

Development of a Palm database engine (CPDB)

Who I am, in a nutshell...

More than **8** years XP in the game industry as manager & creative lead.

10 years XP in the casual gaming industry as blogger and BFG affiliate.

20 years professional XP in programming, software design and project management.

I'm a sharp, smart, high-energy, organized & intuitive person.

I have a strong and versatile expertise on coding, art, audio, vfx, sfx, analytics.

I have successfully shipped more than 20 products.

I'm mastering team management, teamwork & recruitment.

I'm excellent to provide clear direction & set measurable goals.

I'm very good at writing and speaking.

My English is fluent.

I'm an addicted coder. I'm mastering a lot of computer languages and tools:

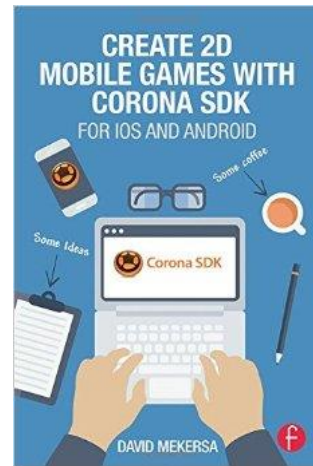
- C# / Monogame (XNA)
- C# / Unity
- C++ / Kanji (BFG game framework)
- Lua / Corona SDK & Love2D
- Haxe / HaxeFlixel
- From the past:
PHP, Delphi, WinDev, SQL, ...

Solid knowledge of Photoshop and graphic assets handling.

Good notions of JavaScript, HTML/CSS, PHP, ...

And some souvenirs of Amiga ASM programming, AMOS and Amstrad CPC Programming (Basic + ASM).

I also wrote a book:



[Create 2D Mobile Games with Corona SDK](#)

200 Pages - Published by: Focalpress

And I launched www.gamecodeur.fr in 2015 to teach Game programming.

Languages

French	Native
English	Fluent

Education

Two years specialized diploma in Software Engineering
25 professional XP with talented people
Self-taught

Interests

Everything that is

- fun
- challenging
- making me better
- and involving great people!

Products shipped

- Geisha: The Secret Garden – Match-3 - PC/Mac/Retail - Blitzmax (Lead coder / Creative director)
- Age of Enigma – Adventure game – PC/Mac/Mobile/Retail – C++ - (Lead coder / Writer / Creative director)
- Chicken Deep – Mobile action game – iOS/Android – Corona SDK - (Lead coder / Creative director)
- I am Super and I do justice – Mobile action promotional game – Unity3D - iOS/Android (Creative director)
- I am Super and I almost fly – Mobile action promotional game – Unity3D - iOS/Android (Creative director)
- Interval Training Sound – Mobile application (Sport) – iOS/Android – Corona SDK (Lead developer)
- Elky Poker – Mobile board game – iOS/Android - Unity (Technical & Creative director)
- Attic Hunt – Mobile board game – iOS/Android - Unity (Technical & Creative director)
- Sushi Pop – Mobile puzzle game – iOS/Android - Unity (Technical & Creative director)
- Solitaire Island – Mobile board game – iOS/Android - Unity (Technical & Creative director)
- Jet Bowl – Mobile bubble popper game – iOS/Android - Unity (Technical & Creative director + Additional coder)
- Sudoku Labs – Mobile board game – iOS/Android - Unity (Technical & Creative director)
- High School Quiz – Mobile quiz game – iOS/Android - Unity (Technical & Creative director)

And several serious and advert-games for several customers!

Ongoing project

- Lost Colonies – In house project – Steam - Haxefixel (Lead coder, Creative director)

Recommendations

Recommender : Emmanuel Marty – Big Fish Games

David's marketing acumen made him one of the top-selling affiliates of our French casual games distribution channel in under a year. He is a sharp, smart, high-energy, organized, analytical person. I've also had the pleasure of working with him in the past at Nexwave solutions and I had already been able to witness his product management skills. I would highly recommend him for marketing, business development and product management positions, as well as for partnerships.

Recommender : Jean-Yves GRALL – Former Marketing director at Intel USA

I had the pleasure to work with David Mekersa in 2001 at Nexwave Solutions in Montpellier.

David was in charge of the technical Marketing articulation of NexCore's competitive advantage and benefits; As such he put together competitive benchmark, SDK definition, positioning paper and demos, especially on a PDA.

David is a professional leader and team worker, and I recommend him for high tech positions in multinational companies, according to his skills and experience.

Recommender : Hatem Oueslati – Access System/Intel

David is a very nice person to work with. He has very good technical skills which help him to catch very fast the background of his activities. He's highly motivated and willing to perform well, drives partners and subordinates efficiently. He's always ready to endorse challenging projects, and do it well actually!

Recommender : Filipe Teixeira – Artist

A coherent project manager with excellent artistic direction skills. Know what he wants and when he wants it... Gives a clear brief with specific examples of what he is aiming for, whilst leaving more than enough room for the creative part to work freely. Very recommended.

Recommender : Philippe Roque – Nexwave Solutions

David is a very determinate person and will work very hard when the goal he decided to achieve requires it. He demands much from himself and awaits much also from his subordinates. David is also an impressive creative person and very helpful to bring new ideas or solve complex problems.