

Contact

www.linkedin.com/in/charlesjacobhome (LinkedIn)

Top Skills

Program Management Team
Management Software
Development

Languages

French
English

Charles Jacob

Senior Manager, Technical Program at Unity Technologies
Greater Montreal Metropolitan Area

Summary

Experienced manager in software development and video games with 20 years in the field. Finding satisfaction in building innovative products with people that share the same passion!

Experience

Unity Technologies

Senior Manager, Technical Program
August 2020 - Present (1 year 2 months)
Montreal, Quebec, Canada

We enable teams to operate in an effective and sustainable way, driving for alignment towards shared goals, and fostering an environment of collaboration, communication, and predictability.

Genium360

Administrator
April 2018 - Present (3 years 6 months)
Montreal, Canada Area

Administrator and member of the risk & audit committee. Genium is a service organisation that has the mission to connect the engineers. It counts more than 90,000 members in Quebec. The organisation offers services such as trainings, conferences, contests, family events and group price reduction with various financial partners.

Ubisoft

17 years

Production Director

December 2015 - August 2020 (4 years 9 months)
Montreal, Canada Area

In collaboration with the CEO, the Vice-Presidents and the Producers, support and operate Studio governance of both game and strategic projects. In addition, influence and support the DevOps transformation of the teams.

Main activities and responsibilities:

- Design, operate and maintain an efficient governance process.
- Educate and support the teams to the DevOps principles.
- Create and facilitate workshops to bring workers together on topics such as strategy, production process and knowledge sharing.

Management Trade Director

December 2014 - December 2015 (1 year 1 month)

Montreal

The Management Trade Director is leading organizational change and talent development for the management community of the Studio. The community is composed of more than 100 individuals occupying various management positions within the studio: Producers, Production Directors, Associate Producers, Product Managers, Team Leads.

Within that role, I have led and delivered 4 major projects:

1. Reform of the game production follow-up between top management and game productions.
2. Creation of a 9 days Project Management Training in collaboration with HEC Montreal.
3. Hired and offered a professional coach for selected managers.
4. Creation and animation of management sharing activities.

Producer

October 2011 - December 2014 (3 years 3 months)

Montreal, Canada Area

The role of producer is to oversee the complete development of a video game from start to finish. On this mandate, the goal was to reboot an existing fitness brand.

Responsibilities of the mandate:

- establish creative vision and communicate on it, establish a business model
- follow-up partners, co-dev studio and outsourcers
- overseeing marketing from a product perspective and media interviews for launch
- reporting to top management of the progress, project/budget planning and follow-up

Lead Programmer

2003 - October 2011 (8 years)

Montreal, Canada

Managing programming teams of up to 30 programmers on multiple games.

Just Dance 3 Kinect, 2011, Xbox 360

Prince of Persia, 2008, Xbox 360, PS3

Prince of Persia: The Two Thrones, 2005, Xbox, PS2

Prince of Persia: Warrior Within, 2004, Xbox, PS2

Programmer

May 2003 - December 2003 (8 months)

Montreal, Canada

3D programming, optimization, memory management, debugging.

Developing Prince of Persia: The Sands of Time on Xbox.

C++ and DirectX.

Dream Mechanics

Programmer

October 2001 - May 2002 (8 months)

UI and 3D programming on the video game Alias Underground. Free to download, episodic, endorser based.

Java and OpenGL.

Gemplus

Software Programmer

May 2000 - July 2001 (1 year 3 months)

Java based smart card software development.

Education

McGill University - Desautels Faculty of Management

Executive Development Course - Mini MBA Cycle 1 · (2015 - 2015)

Université de Montréal - Ecole polytechnique de Montréal

Computer Engineering, Computer Software Engineering · (1996 - 2000)

University of Alberta

Student Exchange, Computer Software Engineering · (1998 - 1999)

Jean-de-Brébeuf

Sciences Pures · (1994 - 1996)

Collège des administrateurs de sociétés