

Joaquim Lancesseur - Senior Producer

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SUMMARY

Producer with 5+ years' experience delivering AA and live-service games from concept to launch. Skilled at leading cross-discipline and international teams, managing complex pipelines, and aligning creative vision with delivery goals. Passionate about building immersive, player-focused experiences in collaborative, fast-paced environments.

EXPERIENCE

Producer

Frontier Development

August 2022 - February 2025, Cambridge UK

Planet Coaster 2:

- Coordinated art, design, and tech teams to deliver core systems and management features from concept to live.
- Built and maintained strategic roadmaps, balancing short-term delivery with long-term vision for the franchise.
- Oversaw multiplayer and backend integration, collaborating with online and technical teams across platforms.
- Managed DLC and post-launch updates, tracking dependencies and ensuring smooth release workflows.
- Facilitated agile production through sprint planning, retrospectives, and daily standups.
- Facilitated cross-team collaboration with a people-first approach, ensuring sustainable workloads and clear communication.

Jurassic World Evolution 2:

- Managed development and release of multiple DLC and live content packs, across PC and console.
- Structured sprint plans and production workflows to integrate features and art assets at scale.
- Coordinated submission and release pipelines with first-party platforms (Sony, Microsoft, Epic).
- Partnered with QA and analytics to iterate on content based on player feedback, driving measurable engagement improvements.

Associate Producer

Playwing Bordeaux

February 2020 - March 2022, Bordeaux France

Century Age of Ashes:

- Led live operations and seasonal content production, managing 30-50 developers and artists across several countries.
- Oversaw asset delivery and integration for regular updates, aligning with publishing, marketing, and QA teams.
- Maintained production cadence through sprint rituals, bug triage, and task prioritization in JIRA

- Managed submission and release processes for PC/console, ensuring art assets and builds were polished and stable.
- Adapted production plans based on analytics and player behavior, optimizing content impact and visual appeal.
- Conducted regular 1:1s and mentoring sessions, supporting the growth and wellbeing of team members.
- Ensured team stability and motivation during live operations by prioritising sustainable production cadences.

Assistant Project Coordinator

Ubisoft Bordeaux

August 2019 - December 2019, Bordeaux France

Beyond Good and Evil 2:

- Supported daily coordination of a multidisciplinary development team, tracking tasks and issues through JIRA.
- Helped optimize production workflows by maintaining documentation and improving process consistency via Confluence.
- Assisted with developer and talent logistics during playtests and live reviews, ensuring smooth build readiness and cross-team support.
- Supported team organisation by improving workflows and fostering collaborative communication between departments.

EDUCATION

Masters Degree: Game Director Management & Game Design

2016 - 2019, Valenciennes France

Technology Degree: Multimedia & Internet

2014 - 2016, Angoulême France

SKILLS

- **Project Management:** Agile (Scrum, Kanban), Roadmap, Task tracking, Team leadership, Risk mitigation, Live game operations, Platform release coordination
- **Communication:** Strategic alignment, Cross-discipline collaboration, Public speaking, Reporting, Conflict resolution, Team motivation
- **Software:** JIRA, Hansoft, Confluence, Office suite proficiency, Adobe suite proficiency, Unity & Unreal Engine (project-level familiarity)
- **Field of Interest:** Game Design & Level Design
- **Languages:** French (native), English (fluent), Spanish (fluent)

INTEREST

- **Sport:** Ski & Karate
- **Music:** play in a Samba band
- **Games:** strategy games (especially grand strategy), RPG and adventure games
- **Anime and Manga:** favourites are Ghost in the Shell, Full Metal Alchemist and Legend of Galactic Heroes