le cnam

Enjmin

Testimonies master JMIN

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They're looking in the mirror!

The alumni of the JMIN Master's degree talk about their time in this course, its strong points, their internships and their professional projects!

Balthazar AUGER
"I discovered the enormous expressive field that video games can fill!"
Read the interview

Vincent PERCEVAULT
"I believe in this training which is essential and unique in France!"
Read the interview

Marie BOUCHAUD
"The Cnam-Enjmin allows you to take charge of your life!"
Read the interview

Alumni testimonies

Balthazar AUGER

My project has always been to enter the video game industry, I was aware of the existence of Enjmin since the time of the DESS, and I had to wait until I finished my degree before I could finally apply. I was part of the 2006-2008 class, or the P3 as it was then!

One of the determining factors of my choice was that the Enjmin was a public structure. This guaranteed me that the degree I eventually obtained would be easily recognized internationally and also allowed me to continue on to research, which attracted me (and still attracts me...) Moreover, my family could not afford private training, and it was important for me to continue to benefit from the CROUS scholarships.

At Enjmin, I was able to discover the enormous expressive field that video games can fill, while exploring the analytical and formal possibilities that can be applied to them. The contacts we had with recognized professionals in the field allowed me to anchor the theory to the reality of the day-day of video game development.

I think that one of the strengths of the Enjmin is, on the one hand, the creative independence it guarantees to students, while at the same time providing them with excellent support, both pedagogical and material, to help them realize their concepts. Another strong point in my opinion is that each colouring is oriented towards the others, that is to say, not only does the school train students in their profession, but it also teaches them to work with the other trades that make up the video game, which is just as important.

The years I spent at Enjmin were an excellent opportunity for me to form lasting relationships with my classmates while learning together what it means to be a Game Designer. It was also a time when I was able to discover in myself analytical or creative abilities that I never suspected.
In accordance with my coloring, I joined Ubisoft France as a Game Designer. I stayed there for two years after my internship, and then turned to other projects. Enjmin has allowed me to remain open to the problems of other colorations, I currently offer producer / designer / developer services to several freelance clients.

Vincent PERCEVAULT

I learned about this training on the web, after various searches for specialized training courses. I joined the Cnam-Enjmin and I followed the DESS (post-graduate diploma) in 2002-2003, the embryo of the Cnam-Enjmin, in sound speciality.

Passionate about music and sound since my early childhood, growing up in a family of musicians, I had the chance to participate in the beginnings of Computer-Assisted Music, composing on trackers (for the connoisseurs), and very early on I started recording and creating soundtracks. **The Cnam-Enjmin came to professionalize my practice.**

At the time, it was the only training that allowed me to combine my passions for sound, computers and video games. An ideal!

The strengths of the Cnam-Enjmin are diverse. First of all, the quality of the instructors, who mostly come from the professional world. The team work and specialization is also one of the strong points, it allows you to confront the problems encountered in the working life.

I have incredible memories of my time at this school, the esprit de corps and solidarity of our class is still intact. We were a bunch of enthusiasts who had found their way, there was an extremely positive energy: creative, carefree and fertile at the same time!

My training gave me an exhaustive vision of the production of a game, experiences in a training team, and it was a great springboard!

The Cnam-Enjmin propelled me into active lifeduring my internship at Cyanide, which marked the beginning of my professional career in sound for video games. After participating in the growth of Cyanide for 5 years, I chose to create my own company, specialized in sound production, in order to open new doors and develop new cross-media activities. It's been 5 years since Game Audio Factory exists, and **almost all the employees are Cnam-Enjmin graduates!**

Today, I am regularly involved in the pedagogical content of the sound speciality because**I believe in this training which is indispensable and unique in France!**

Marie BOUCHAUD

I came to know the Cnam-Enjmin in 2005 when, after studying at the IUT and then at an IUP in multimedia design and production, I wanted to complete my training in a more specific specialization. I was then looking for a master's degree in either project management or user-centred design.

I joined the ergonomics speciality in 2005-2007, promotion Eric Viennot.
I have a fairly broad training base in the multimedia field: project management, 2D and 3D graphics, programming... This gave me a really solid background to enter the world of video games with the Cnam-Enjmin to consolidate and specialize.

I wanted to go to this school because video games have been a passion for me for a long time, as they are for many other students who come from elsewhere. At the time, we were in the midst of the LMD reform, I knew that a Master's degree would really be an asset in my curriculum and would be recognized not only in France but also in Europe. Combining a passion with a recognized degree, I didn't hesitate to apply.

The Cnam-Enjmin, as a Master's degree, recruits students with a Bac +3 or equivalent, which makes it possible to work with people with an already solid background. In my class, some programmers were already engineers, for example. So

the school really learns how to work in the world of video games with a real team project experience, with students already arriving with a basic knowledge of their profession. In the end, this makes us ready to join a development studio or a publisher.

The training has given me a knowledge of how the video game world works in particular. The development processes are quite similar to the web, however the constraints are completely different. Moreover, the objective of a video game is to bring pleasure to the player, it's a component, especially in my field, which is very important to take into account and not always obvious. I was also looking to specialise in user-centred design and the Cnam-Enjmin was able to give me the necessary background to make it my profession.

What I remember most about these two years is that the **Cnam-Enjmin allows me to take charge of my life**. We were able to develop a lot of personal projects, to make mistakes but also, of course, to shine. In both cases, it allows you to be confronted with what you can experience in the professional world but with the necessary support.

In the second year of the master's program, Ubisoft came directly to look for ergonomists for internships. The department where I work had just opened and the internship became a permanent position. So I'm still at Ubisoft as an editorial ergonomist on consumer games such as dance and fitness titles or children's games, for example. I'm also regularly called upon internally to help out on other games from time to time. At the same time, since 2010, I have been working in video game or multimedia schools either to simply present my job or to raise awareness of user-centered design by providing tools and methodologies. This year, I had the opportunity to come back to the Cnam-Enjmin as a speaker.

The godparents of the JMIN master's programme

P1 (2004-2006)
Frédéric RAYNAL

P2 (2005-2007)
Eric VIENNOT

P3 (2006-2008)
Jordan MECHNER

P4 (2007-2009)
Serge HASCOET

P5 (2008-2010)
Serge HASCOET

P6 (2009-2011)
Philippe ULRICH
et Pierre GINER

P7 (2010-2012)
Xavier POIX

P8 (2011-2013)
Jurie HORNEMAN

P9 (2012-2014)
Gary CARR

P10 (2013-2015)
Patrice DESILETS

P11 (2014-2016)
Dirk RIEGERT

P12 (2015-2017)
Célia HODENT

P13 (2016-2018)
Christophe HÉRAL

P14 (2017-2019)
David BOWMAN

P15 (2018-2020)
Audrey LEPRINCE,
Julie CHALMETTE
et Farhanaz ELAHÉE

David BOWMAN interview, godfather of the 2017-2019 graduating class

Can you describe your career ?

Started as a designer at Bungie when it was a small studio in Chicago. When Microsoft bought Bungie, I moved to Massachusetts to join the startup MMO studio Turbine as Design Director, then became the VP of Development. Moved to Arizona to be VP of Product Development at Artifact Entertainment working on an MMO. Later became the CEO of Tulga Games in order to restructure the company. Then helped found Certain Affinity in Austin as the Design Director, Producer, and Business Development (startup, we all had multiple responsibilities). Then helped found Burst Online Entertainment in Philadelphia as VP of Product Development and Executive Producer. Moved to Germany to join Crytek as Publisher Producer, then became the Director of Production. Returned to the USA as VP of Production for Telltale Games. Then joined Darewise in Paris as the consulting VP

of Product in May of this year, which will convert to permanent in October.

What position do you currently occupy?

Currently I'm the VP of Product at Darewise in Paris. We're building a company that creates AAA experiences on multiple platforms. We are now developing a virtual world with a team of 20 very experienced developers.

How and why did you become the godfather of a JMIN Master's promotion?

I was first invited to visit and do a presentation while I was at Crytek. It was great meeting the students and faculty, and I was impressed with what was evolving in Angoulême. I returned several times afterward to be involved, as well as volunteered to meet with students on Skype twice a week to provide feedback on their projects. It's been incredibly fun to be inspired by new ideas and to share the excitement that students bring to the game industry. I was delighted to be asked to be more deeply involved for this year.

This is not the first time that you will follow student projects, what are for you the strengths of the master degree?

The program gives students an opportunity to form teams, to learn the real-world ramifications of being dependent on other humans with their strengths and weaknesses, and to grow their understanding of all of the requirements necessary for the delivery of a complete experience at the end of the process. As a student, they are are able to take risks, and be experimental, in a way that is rarely available in the corporate game development environment.

What would you like to say to the young graduates?

I'm looking forward with anticipation to getting to know you, to provide whatever support I can to help you learn what you want to personally discover during your studies. I will provide perspective from my experience, and try to challenge you to think deeply about not just how and what you are doing, but why.

Link to the LinkedIn profile of David BOWMAN