# Bastien **Dehaynin**

Technical Program Manager at Fission - Looking for challenges revolving around Web3

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## Work Experience

### Fission - ODD SDK / IPVM / UCAN
*Montreal, QC, Canada*

Technical Program Manager
*Jan 2023 - Sep 2023*

- Building an **open-source SDK** on top of **IPFS** that makes **decentralized app development** easier by bringing a solution for **identity**, **data**, and **compute** in the browser
- **Management of all internal projects** in parallel and their dependencies with external ones from the Protocol Labs Network (PLN) ecosystem
- **Roadmap creation** and maintenance using Starmap, a PLN roadmapping tool
- **Agile processes setup** and **execution** (sprint plannings, retrospectives, etc.) in a globally **distributed**, **fully remote team**
- Host and **facilitator** of monthly **community calls** (IPVM and UCAN) to give a public update on the project development status
- Obtained 50 000 USD in **funding** through research grants
- **Organization** of **events** to foster collaboration among PLN teams, promote Fission's work, and find new prospects
- **Led workshops** with PLN collaborators, **allowing spec breakthrough** and accelerating project development

### Budge Studios
*Montreal, QC, Canada*

Associate Producer - *Paw Patrol Rescue World*
*Feb 2021 - Dec 2022*

- Managed a production team and **shipped the most profitable GaaS mobile title of the studio to date**
- Implemented solutions to **improve team productivity** yielding an **increase of 30 percent**
- Transition to an **agile workflow** and management model
- Creation of production **roadmaps**
- **Anticipation** and resolution of **blockers**
- QA management

### Eidos Montreal
*Montreal, QC, Canada*

Production Coordinator - *Unannounced project*
*Nov 2019 - Feb 2021*

- Management of six technical teams on a AAA title
- Implemented and iterated on the optimization of production processes
- Established documentation processes, **drastically increasing the information flow efficiency** in the team
- Planned and monitored the development of over 70 major features in the game
- Ensured good scoping and prioritization of tasks
- Managed and maintained the production tools (Jira, Confluence, Asana)

### Gameloft Montreal
*Montreal, QC, Canada*

Production Coordinator - *Dungeon Hunter Champions*
*Oct 2018 - Nov 2019*

- Increased customer satisfaction by **reducing bugs occurrence by 70 percent** upon update release thanks to a transition to an agile workflow.
- Set up agile rituals coached the team to through the transition
- Management of production tools (Jira, internal documentation)

## Skills and interests

**PROJECT MANAGEMENT**
- Successfully managed and shipped multiple software projects
- Efficient timeline and roadmapping management
- Proficient in prioritization and problem-solving
- Project management tools power-user (JIRA, Asana, Confluence, Notion, etc.)
- Bridging knowledge to different stakeholders both internally and externally

**CRYPTOCURRENCY AND WEB3**
- Strong blockchain knowledge
- In-depth understanding of DeFi, protocols, security, and consensus mechanisms
- Conducted extensive due diligence on 10+ blockchain projects
- Experience with financial/trading products

**Languages**  French (native), English (Bilingual)

**Other**  *PSM I*, Agile, strategic planning, multitasking

## Education

### MBA ESG
*Paris, France*

MBA Video Game Producer
*Jun 2018*

- Program Management, Agile/SCRUM management, funding, stakeholder management, negotiation, marketing and communication
- Software life cycle and development, digital distribution and retail, artistic direction, market economy

### ESSEC
*Cergy, France*

Bachelor in Business Administration
*Jun 2016*

- Project management, finance, funding, marketing, supply chain management, business development, entrepreneurship