

Max EMSALLEM | Technical Game Designer

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Skills

Programming Languages: C#, Unreal Blueprint

Software: Unity, Unreal Engine, Photoshop, Google Suite, Office Suite

Experience

Atypique Studio, Lead Game Designer | *July 2022 – Present*

- Lead of a small 3 designers team.
- Setting tasks and managing designers.
- Writing and keeping up to date the GDD and other technical documentation.
- **Working as Lead Game Designer on 2 other projects under NDA.**

Atypique Studio, System & Technical Game Designer | *January 2021 – June 2022*

- Designed and owned an MMR system, based off ELO and TrueSkill for our 2v2 and 1v1 game modes.
- Designed an AI System in collaboration with our development team.
- Designed a Data Collection system to track different variables such as win condition, game duration, items looted, units played to help balance the game.
- Prototyped some game design features on Unity using C# in order to test them before developing them.
- Designed content such as units, items and new game modes.
- Wrote and kept up to date the GDD.

Atypique Studio, Game & Level Designer intern | *July 2020 – December 2020*

- Designed the main battleground map.
- Designed new characters and skills.
- Playtesting and balancing the game.

From the Shadows, Lead Game Designer & Technical Designer (Graduation project) | *February 2020 – May 2020*

- **From the Shadows won 3rd place** at the Game Development World Championship 2020 in the Hobby category.
- Lead a 5 designers team.
- Wrote and kept up to date the GDD.
- Prototyped some game design features on Unity using C# in order to test them before developing them.
- Developed tools allowing for in-game dialogue implementation.
- Designed levels and built them into chapters, paying attention to the difficulty curve.

Aurora Game Studio, Game Designer intern | *January 2019 – February 2019*

- Built a paper prototype of the game.
- Designed prototypes of a solo and co-op mode, and a gameplay extension.
- Helped in balancing the game.
- Helped in setting up and driving playtests sessions.

Education

Game & Level Designer degree

Gamagora – Lyon 2 University, Lyon, France

Draughtsman – Designer degree in Art

École Émile Cohl, Lyon, France

Preparatory year in 2D Animation

Atelier de Sèvres, Paris, France