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

Émile Cohl, Unity Instructor | *October 2023 – Present*

- Teaching Unity to master's students at Émile Cohl School

Atypique Studio | *July 2020 – Present*

Lead Game Designer | *July 2022 – Present*

- Launched *Noara: The Conspiracy* on Steam, with 100 reviews and thousands of downloads.
- Lead a team of 3 designers from prototype phase to release.
- Improved communication and task management with internal tools automation.
- Writing and keeping up to date the GDD and other technical documentation.
- **Working as Lead Game Designer on 2 other projects under NDA.**

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

- Designed a matchmaking system, improving matching between our players for more balanced games.
- Allowed players to play against AI by designing 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 better balance the game.
- Lightened programmers' work by prototyping some game design features on Unity using C# in order to test them before developing them.
- Increased players possibilities by designing new content such as units, items and new game modes.
- Managed and improved the localization pipeline by more than 50% by developing an internal tool using Excel VBA.

Game & Level Designer intern | *July 2020 – December 2020*

- Refined players' experience by designing a new battleground map that better suited our game mechanics.
- Designed new and unique units' skills and items, adding new gameplay possibilities to players.
- Continuously balanced the game by playtesting it.

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

- Lead 5 designers from pre-production to a successful launch, with more than 230 reviews on Steam and thousands of downloads. *From the Shadows* won 3rd place at the Game Development World Championship 2020 in the Hobby category.
- Increased overall team communication by being a link between Art, Design and Programming teams.
- Improved programmers' efficiency by prototyping game design features on Unity using C#, in order to validate them before they have to work on them.
- Allowed level designers to increase storytelling in levels by developing tools allowing for in-game dialogue and cinematic integration.
- Designed levels and built them into chapters, paying attention to the difficulty curve.
- Wrote and kept up to date the GDD.

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

- Set up and drove multiple playtests thanks to a paper prototype I made.
- Extended the game by designing prototypes of a solo mode and a gameplay extension.

Education

Game & Level Designer degree | *2019 – 2020*

Gamagora – Lyon 2 University, Lyon, France

Draughtsman – Designer degree in Art | *2016 – 2019*
École Émile Cohl, Lyon, France

Preparatory year in 2D Animation | *2015 – 2016*
Atelier de Sèvres, Paris, France