

Max Emsallem | Technical Game Designer / Gameplay Programmer

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Skills

Programming Languages: C#

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*

Gameplay Programmer | *November 2023 – Present*

- Worked on *Mixcity Arena*, a 3v3 MOBA game, and on a *new unannounced game*.
- Developed a **robust and modular AI**, utilizing **influence maps**, **move prediction** and **projectile prediction**.
- Enhanced AI behavior by **training an AI model** to extract data from playtests videos, using **YOLOv8** and **Python**.
- Created a **backend** and **community features**, including friends list, lobby system, and cloud-based inventory and economy using **Unity Game Services** and **Javascript Cloud Code**.
- Developed many new champions, taking account **client/server** interaction.
- Developed new game modes, such as 2v2 and 1v1v1v1.
- Increased player onboarding by **fully developing** the game tutorial (system and content).
- **Tracked** and **fixed** most of gameplay-related bugs.

Lead Game Designer | *July 2022 – November 2023*

- Launched *Noara: The Conspiracy* on Steam, with hundreds of reviews and thousands of downloads.
- **Led** a team of 3 designers from prototype phase to release.
- Improved communication and task management with **internal tools automation**.
- **Wrote** and kept up to date the GDD and other technical documentation.
- **Shaped the basis** of our upcoming project, *Mixcity Arena*, a 3v3 MOBA game.

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*

- Led 5 designers from pre-production to a **successful launch**, with more than 250 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