

# Emmanuel Errard



eerrard.com



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## Game Designer

### Education

2015

High School Diploma  
Lycée de la Plaine de l'Ain

2016

1st year - Engineering Degree  
ESME Sudria - Lyon

2017

1st year - Mechanical Engineering  
Université Lyon 1

2018-2020

Bachelor - Game Design  
Bellecour Ecole

2021

Administrative employee  
Affineur des Halles

### Work

#### Games

##### Battle GG

Strategy mobile game  
*Feerik Games*  
05/2020 - 07/2020

#### Role

Game Designer  
Level Designer

##### Baclash

MOBA mobile game  
*Feerik Games*  
05/2020 - 07/2020

Game Designer

##### Stellae

Exploration game set in space  
*Bellecour Ecole*  
09/2018 - 11/2018

Programmer C#  
Game Designer  
Sound Designer

##### Samay's Ascension

Platformer with controllable environment  
*Bellecour Ecole*  
01/2019 - 03/2019

Programmer C#  
Sound Designer

##### Dorobu

Digital strategic board game  
*Bellecour Ecole*  
04/2019 - 06/2019

Programmer C#  
Sound Designer

#### Game Jam

##### Bring him back

Tower defense  
Infiltration game  
29/10/2018 - 31/10/2018

Programmer  
Level Designer

### Software

#### Engine

Unity  
Unreal

#### Adobe Suite

Photoshop  
InDesign  
Audition

#### Office

Word  
Excel  
PowerPoint

#### Coding Language

C# (Unity)

#### Modelling

3DS Max  
Maya 3D

#### Misc.

Hansoft  
Perforce  
SourceTree

### Skills

#### Design Skills

Game Design  
Level Design  
QA Testing

#### Languages



**French**  
Native



**English**  
C1

Toeic : 960

#### Misc.

Driving licence - B  
Open to relocation

### About me

#### Interests & Hobbies

WW2 Aviation enthusiast  
Rusty Trombone player  
Japanese Culture and History enthusiast