

Emmanuel Errard

17/01/1997



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Driving licence A - B
Open to relocation
Available immediatly

ABOUT ME

Currently looking for an apprenticeship.
Game Design Student at ICAN, Paris, with a first experience at a mobile game studio in which I proved my aptitude as a Balancing Game Designer and Level Designer.

Reserved but very curious, I developed a versatile profile by being involved in both Game Design & Game Development.

- Rusty Trombone player
- I enjoy
 - repairing speakers
 - bouldering
 - motorcycle rides

SKILL & TOOLS

Languages

French – Native
English C1 – **TOEIC : 960**
Spanish A2

Coding languages

C# (Unity)
C++ (Basics)

Adobe CS

Photoshop
Audition
InDesign

3D Modelling

Blender
Maya

Office Suite

Word
Excel
PowerPoint

Game Designer

EXPERIENCE

Administrative & SAGE X3 supervisor

L'Affineur des Halles, Civrieux d'Azergues, Juin 2021 – Mars 2023

Data trafic maintenance between the SAGE X3 and LM7 Enterprise Ressources Planning (ERP)
Technical procedures and guidelines document writing
Data extraction and visualization from X3
Tool creation to streamline data import in X3
Test and validation of patches before release on X3

Balancing Game Designer Internship

Feerik Games, Montpellier, Avril – Juin 2020

Balancing of the chosen units available to the player
Level Design & Implementation in Battle GG
Designing the general level structure and fine-tuning player progress
Interpretation of the collected player statistics
2D assets implementation in concert with a Graphic Artist
Ensuring Quality Assurance in collaboration with a Programmer

EDUCATION

Master Game Design

ICAN PARIS, Paris, 2023 – Present

Apprenticeship

Work from Monday to Thursday - Study on Friday
Plus 6 whole weeks at school throughout the year
Available Immediatly

Bachelor Game Design

Bellecour Ecole, Lyon, 2018 – 2020

Interactive experience & Game designing

Understanding and communicating the intended interactive experience, Defining the main characteristics and specs of the project
Designing the mechanics and interactions to give rise to the intended dynamics
Level design and implementation
UI design and implementation
Ensuring the iterative progress of the project with comprehensive QA

Group project management

Planification
Crisis preparedness and management

Asset creation

Documentation writing in Word and page setting in InDesign
2D assets creation in Photoshop
3D asset modelling and texturing in Maya and Blender
Sound and Audio asset creation in Adobe Audition

GAMES

Battle GG

Strategy mobile game
Feerik Games

Baclash

MOBA mobile game
Feerik Games

Stellae

Exploration game set in space
Bellecour Ecole

ROLE

Game Designer
Level Designer

Game Designer

Programmer C#
Game Designer
Sound Designer

Dorobu

Digital strategic board game
Bellecour Ecole Programmer C#
Sound Designer

Samay's Ascension

Platformer with controlable environment
Bellecour Ecole Programmer C#
Sound Designer

The Highwayman

Tactical heist game
Bellecour Ecole Programmer C#
Game Designer
Sound Designer