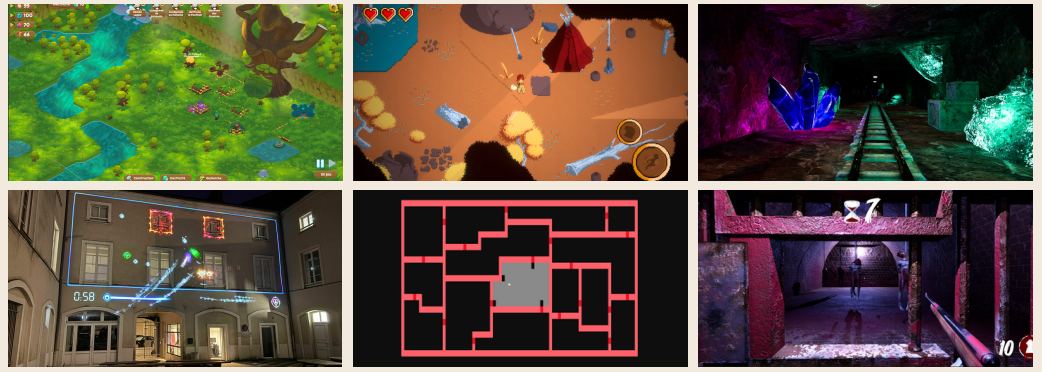




CONTACT DETAILS



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emryslegall.fr

SKILLS

Game Design

Gameplay & economy systems
Balancing & playtesting
Documentation (GDD, Notion)

Technical / Programming

Unity (C#)
Unreal Engine (Blueprint)
Prototyping & gameplay
integration

Project Management

Organization & prioritization
Teamwork
Time management

INTERESTS

Video Games

15 years of gaming
Adaptability, creativity

Strength Training

Since September 2022
Perseverance, self-confidence

EMRYS LE GALL

JUNIOR GAME DESIGNER

Gameplay systems-focused, with strong prototyping, balancing, and technical skills.

EDUCATION

Bachelor's in Game Design and Programming

eartsup - Nantes

2024 - 2026

BUT (University Diploma) in Multimedia and Internet Professions

IUT - Lannion

2021 - 2024

PROFESSIONAL PROJECT

Project Lead, Game Designer & Programmer

Unity Web Game – StereoJump

October -
November 2025

- Briefing and brainstorming
- Game design and liaison with the programming team
- Iteration and playtesting on player movement
- Balancing of powers and platform generation

ACADEMIC PROJECTS

Game Designer

Unity PC Game – Racine

March -
June 2026

- Identification of game pillars and references
- System and economy mapping using Figma and Machinations
- Writing and maintaining complete documentation on Notion for the team
- Balancing through Excel and in-engine simulation tools in Unity
- Playtest management with roadmaps and tickets

Project Lead, Game Designer & Programmer

Unreal VR Game – Echoes in the Dark

March 2025

- Creation of a VR horror concept and GDD
- Development of various monster mechanics
- Integration of assets and animations
- Creation of VFX and materials