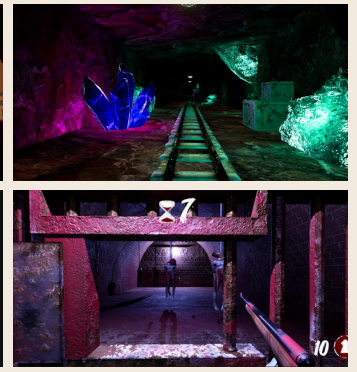
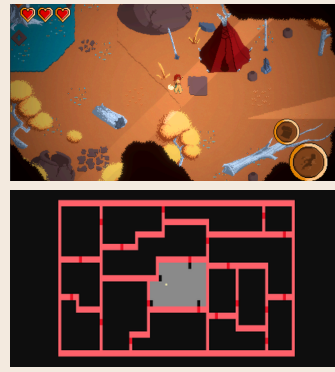




CONTACT DETAILS



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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

GAME DESIGNER

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

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

EDUCATION

Bachelor's Degree Manager of Graphic and Visual
Creation and Production

2024 - 2026

Game Design and Programming
eartsup - Nantes

BUT Multimedia and Internet Professions
IUT - Lannion

2021 - 2024