



INFORMATIONS

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Email address
barbaut.emmanuel@gmail.com

Website & Portfolio
emmanuelbarbaut.com

Driving license

LANGUAGES

French *native language*
English *C1 level*
Spanish *A2 level*

SOFT SKILLS

Communication, Adaptability,
Creativity, Curiosity, Rigour,
Critical thinking

INTERESTS

Video games

Portal 2, Outer Wilds, Horizon Zero Dawn, Northgard, Frostpunk, Control, Subnautica, Beyond Good & Evil...

Musical composition

Future house, Big room, Drum & bass, Psytrance, Piano et Orchestral

Literature

Isaac Asimov, Jules Verne, Stephen Hawking

Cinema

Science Fiction, Fantasy, Thriller

Scuba diving

Hiking

EMMANUEL BARBAUT

JUNIOR GAME DESIGNER

GAME DESIGN SKILLS

WRITING OF DOCUMENTS: Game Design Documents, One Page GDD, Pitch writing

DESIGN TOOLS: Gameplay loops, 3C, Flowcharts, VandenBerghe's domains of play, Core Gameplays, Procedural rhetoric, Game design patterns

BALANCING TOOLS: Rational Game Design (Variety matrix & Declination tables), Rational Level Design, Balancing curves

PROJECT MANAGEMENT METHODOLOGIES: Agile, Scrum, 7-3-1

Thesis in progress on systemic games, emergent gameplays and elegance in game design

OTHER SKILLS

PROGRAMMING

Prototyping of game concepts and mechanics

Advanced knowledge of Unity and various languages (C, C++, C#, Python, Java)

Academic skills allowing quick adaptability to a proprietary language or engine

OFFICE AUTOMATION AND DOCUMENT WRITING

InDesign, Illustrator, Office Suite, Google Suite, GitHub, Filezilla

3D MODELLING, GRAPHICS & PIXEL ART ANIMATION

MUSICAL COMPOSITION

EXPERIENCE IN GAME DESIGN

Totum	3D Management and puzzle game based on nature observation
Space Opéra	Cooperative board game based on music and singing
Véga	Deckbuilder TacticalRPG 4X in a tribal-futuristic universe
La Psychose en Rose	3D narrative investigation game mixing closed-space and time loop
[unNamed]	2D metroidvania in a cyberpunk world
Other	9 Game Jams

EDUCATION

Master's Degree, Game & Interactive media design	<i>Ongoing</i>
<i>Paul-Valéry University - Montpellier</i>	
Professional Bachelor Degree, Game & Interactive media design	<i>2020-2021</i>
<i>Paul-Valéry University - Montpellier</i>	
Bachelor Degree, Computer Science	<i>2016-2020</i>
<i>Montpellier Faculty of Science</i>	
High school diploma, equivalent to A levels (with honours)	<i>2016</i>
<i>Engineering Sciences option</i>	