



EMMANUEL BARBAUT

GAME DESIGNER

SKILLS

GAME DESIGN

DOCUMENT DRAFTING : Game Design Documents, One Page GDD, Pitch drafting

RATIONAL GAME DESIGN : Gameplay loops, 3C, Atomic parameters & Variety matrices, Flowcharts, Bartle's Taxonomy, Game design Patterns, Core Gameplay

WORK METHODOLOGY : Agile methods, Scrum, 7-3-1

CRITICAL GAME DESIGN : Procedural rhetoric

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)

Academic skills allowing rapid adaptability to a proprietary language or engine

OFFICE SOFTWARES

InDesign, Illustrator, Suite Office, GitHub, Filezilla

3D MODELLING

GRAPHICS & PIXEL ART ANIMATIONS

MUSICAL COMPOSITION

EXPERIENCE

8 GAME JAMS

Each time a different type of game

4 prizes including 2 first prizes

2 COMMISSIONS

Soundtrack of the game Arabel

2019

Animation & Cover art for a musician

2019

OTHER

Waiter

Restaurant in Cap d'Agde

July & August

2018 & 2019

FORMATION

Master Degree, Game & Interactive media Design

Paul Valery University - Montpellier

ongoing

2020-2021

Professional Bachelor Degree, Game & Interactive media Design

Paul Valery University - Montpellier

2016-2020

Bachelor Degree, Computer Science

Montpellier University

2016

High school diploma, equivalent to A levels (with honours)

Engineering sciences option

INFORMATIONS

Phone number

+33 6 95 82 77 18

Email address

barbaut.emmanuel@gmail.com

Website & Portfolio

emmanuelbarbaut.com

Location

Montpellier

Driving license

LANGUAGES

French *native language*

English *level B2*

Spanish *level A2*

HOBBIES

Video games

Portal 2, Outer Wilds, Horizon : Zero Dawn, Northgard, Frostpunk, Nier: Automata, Control, Subnautica...

Literature

Isaac Asimov, Jules Verne, Stephen Hawking

Cinema

Science Fiction, Fantasy

Scuba diving