

# EMY SASSIER

## GAME DESIGNER

### EXPERIENCE

#### Junior Game Designer

SEPTEMBER 2021 - NOW

Ubisoft Paris Mobile

Mighty Quest Rogue Palace

- Participate in game design **from pre-production to gold**
- **System design, content design**
- Create, enforce and implement an ergonomic template for **internal documentation**

#### Game Designer Assistant

JANUARY 2021 - AUGUST 2021

Ubisoft Paris Mobile

The Mighty Quest for Epic Loot

- Work on live game with **+10M downloads**
- Create **live design content** following the system in place
- **Balancing** and **debug**
- Implement and improve **current internal documentation**

#### Unity C# Programmer

MARCH 2020 - AUGUST 2020

Ducky Games

Multiples projects

- **Develop** and **design** hyper-casual mobile game
- Iterate on on-going projects
- Integrated visual assets
- **Market analysis**

### EDUCATION

#### Bachelor in Game Design & Programming

OBTAINED IN JUNE 2021

ISART Digital Paris

- **Programming** - C#, Blueprint, Unity, Unreal, Git, Perforce
- **Design** - Game design, level design, UI/UX design, narrative design, prototyping

### SKILLS

**Soft skills** Organization, teamwork, inclusivity

**Hard skills** Documentation, flowcharts

**Engine** - Unity, Unreal

**Adobe** - Photoshop, Illustrator, XD,

**Office** - Word, Excel, Powerpoint

**Versioning** - Git, Perforce

**Misc** - Miro, Confluence, Atlassian suite, Trello

### CONTACT INFO



emysassier.pro@gmail.com



emysassier.com



+33 6 31 53 76 07

### LANGUAGES

#### • French

Native

#### • English

Professional proficiency

### HOBBIES

#### • Video games

Narrative

Adventure

Simulation

Wholesome indie

Rogue-lite

#### • Reading

Science-fiction

Young adult

Novels

#### • Manual activities

Embroidery

Watercolor

Legos

Baking