EMMANUEL SCHMÜCK
Unity Developer

Portfolio
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Hi! I'm a French game developer & designer with 5 years of experience working on Unity applications for research in cognitive psychology. Passionate about game creation, I regularly engage in game development projects to expand my skill set and explore new concepts. I love working in human-scaled, interdisciplinary teams, ideally on games whose purpose goes beyond pure entertainment!

EDUCATION

2018 — **MASTER'S DEGREE IN COMPUTER SCIENCE - GAME DEVELOPMENT & PROGRAMMING** — *UNIVERSITÉ LYON 2*

2017 — **DIPLOMA IN GAME DESIGN** — *UNIVERSITÉ LYON 2*   *2014 — **BACHELOR IN PHYSICS** - UNIVERSITÉ LYON 1*

EXPERIENCE

2023-2024 — FREELANCE UNITY DEVELOPER — UNIVERSITY OF LUXEMBOURG — I continue working on the Behaverse project, and I am developing **game prototypes** for the **study of human cooperation**.

2018-2022 — DOCTORAL RESEARCHER IN PSYCHOLOGY - BEHAVERSE PROJECT — UNIVERSITY OF LUXEMBOURG
With a team of scientists and engineers, I **designed and developed Unity apps for research**: an online battery of 16 cognitive tests and a muti-tasking **video game to train visual attention** currently being tested on 200 participants.

2017 (4 months) — UI & UX DESIGNER INTERNSHIP - VILO3D PROJECT — LIRIS, UNIVERSITÉ DE LYON
I prototyped the **visualization of 3D urban data alongside historical documents** in Unity and browser, and implemented **"google-earth style" 3D camera controls** in the iTowns framework (JS/WebGL).

PROJECTS

2022 — RETRO-ENGINEERING OF SLAY THE SPIRE — **Roguelike Deck-building RPG** — *Unity* — Careful **reproduction of the core gameplay and game feel** of the original game — Highly **customizable and designer-friendly game systems** (cards, items, enemies & levels) — State machine-based enemy turn logic (*NodeCanvas*) — Procedural map generation

2017-2024 — GAME JAMS, including games based on **academic work**, such as research on the history of the Dogon tribe or research on the use of AI to identify animal species.

2018 — ECOSYSTEM : **1st-person base-building game with ecosystem simulation** — *Unity* — 4 months student project, as game director & lead programmer, I coordinated production and worked on the dynamic flora, fauna & terrain systems, player interactions (including the magnetic beam), minimap & UI.

2017 — RESCALE: **3rd-person platformer where you can change size** — *Unreal Engine* — 4 months student project, as game director & technical level designer, I coordinated production and worked on the level design, level building, lighting, asset integration, and the design & game feel of the scaling mechanics.

2017 — Pedagogic city builder with **traffic simulation** for an experimental geography course — *Unity*

SKILLS

Engines: Proficient in **Unity** (desktop, web & mobile), with experience in most of the systems (UI, animation, physics, audio, graphics...). Solid foundations in **Unreal Engine 4**.

Programming: Proficient in **C#**. Solid foundations in UE4 Blueprints. Basics in C++, JavaScript and Python. Loves implementing game systems, and fixing bugs!

Art: Basics in Blender, Maya, Illustrator, Audacity, GIMP.

Language: **French** (native), **English** (fluent), Spanish (basic)

INTERESTS

Games: *Video Games* (puzzle, deckbuilders, ARPG), Escape Games, Board Games (*CodeNames, Pandemic Legacy)*.

Books & Comics: Cixin Liu, Peter F. Hamilton, Roger Zelazny, Ken Follett, Moebius, Juan Gimenez, Ledroit, M. Bablet.

Sports: Hiking & Trail (Alps, Pyrénées, Southwest USA), Running, Swimming, Canyoning, Climbing.

Other Hobbies: Popular Science (History, Geopolitics, Psychology, Biology, Physics), Drawing, Electronic Music.