



EMMANUEL GIRIER

LEVEL DESIGNER - GAME DESIGNER

CONTACT

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CREDITS

RESONANCE

Senior Level Designer - 2026

A PLAGUE TALE REQUIEM

Level Designer - 2022

MICROSOFT FLIGHT SIMULATOR 2020

Content Designer - 2020

A PLAGUE TALE: INNOCENCE

Additional Design Analyst - 2019

THE CREW 2

Game Mission & Level Designer - 2018

ENERGY HEROES

Game & Level Designer - Cancelled

BOX OUT!

Game & Level Designer - 2013

ROCKETBIRD WORLD TOUR

Level Designer - 2011

EDUCATION

Master's Degree 2006 - 2008

Game Design & Management, Rubika

Professional Licence 2005 - 2006

Computer Graphics, Clermont University

DUT 2003 - 2005

Computer Engineering, Lyon 1

PERSONAL INTERESTS

- Tabletop games (Board or Role Playing)
- Video games (from Balatro to Final Fantasy Tactics or Elden Ring)
- Movies (Bad and Good)
- Music (and its history)
- Traveling (Europe & Asia for now)
- And my newborn son !

EXPERIENCE



LEAD LEVEL DESIGNER | March 2026 - Now

Unannounced Project (TBA)

- Managed & mentored a team of 2 Level Designers
- Defined metrics, world structure, mission structure & help defining the game vision



SENIOR LEVEL DESIGNER | Dec 2022 - Oct 2025

Resonance: A Plague Tale Legacy (PC, PS5, XBOX Series)

- Built 3 levels from structure to second pass
- Designed & Scripted traversal, puzzles, encounters, exotic gameplay features
- Supported research & prototyping during pre-production

LEVEL DESIGNER | Feb 2020 - Nov 2022

A Plague Tale: Requiem (PC, PS5, XBOX Series, Switch)

- Owned the full design of 3 levels from structure to polish
- Took ownership of 2 additional levels during mid-production
- Designed & Scripted traversal, puzzles, encounters, exotic gameplay features

CONTENT DESIGNER | Feb 2019 - Jan 2020

Microsoft Flight Simulator 2020 (PC, PS5, XBOX Series)

- Designed & supervised game features such as **Assisted Landing**
- Designed & Scripted each tutorial mission, from blockout to polish

ADDITIONAL DESIGN ANALYST | Nov 2018 - Feb 2019

A Plague Tale: Innocence (PC, PS4, PS5, XBOX Series, Switch)

- Reviewed game sections to identify readability, pacing, and level-design issues
- Proposed concrete solutions for layout, difficulty, and player guidance

GAME & LEVEL DESIGNER | Mar 2017 - Nov 2018

The Crew 2 (PC, PS4, PS5, XBOX Series)

- Conceived & Implemented the **Treasure Hunt** feature
- Built and polished open-world playgrounds in collaboration with Level Artists (Rally Cross, Hovercraft, Power Boat)
- Designed and implemented multiple race tracks (mainly for the Off-Road family)

PREVIOUS STUDIOS

GAME & LEVEL DESIGNER | Oct 2010 - Dec 2016

DSC Studio 22, Da Picky Monkey, Betomorrow, Phoenix Studio

- Designed missions, heroes, levels, game loops, UX flows, progression systems
- More details available on online portfolio

SKILLS AND TOOLS

Level Design

Blockout
Layout & Navigation
Scripting
Player Guidance
Pacing & Difficulty Curve
Mission/Quest Design
Playtesting & Iteration
LDD

Game Design

Feature Design
Hero Design
Balancing
UX awareness
Prototyping & Rapid Iteration
GDD

Tools & Engines

Pawap (Asobo prop. engine)
Unreal Engine
Game Maker
Unity (basic)
Perforce
JIRA
Office Suite
Photoshop

Soft Skills

Management
Team Player
Adaptability
Positive mindset
Communication
Curiosity
Mentoring
Eagerness to learn