



# Emile LARGUIER

M2 student seeking internship

## Mail

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## Phone

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## [LinkedIn](#)

## [Itch.io](#)

## [Portfolio](#)

## Competences

Game Design

UX/UI Design

Level Design

System Design

Programming  
(Blueprint/Visual Scripting)

Economic Design

## Languages

 Native

 B2

## Interests

Games

Discovering new spaces

Game Jam

Climbing

Reading

Create Games



QR Code Portfolio

As a Game Design student, I am seeking an internship of at least two months starting in June 2026 to put my skills into practice, whether in Game, UX, Level, or System Design.

## Skills



Unreal Engine



Miro



Word



Trello



Figma



PPT



ClickUp



Excel



Photoshop



Unity



VS Code



Jira



Blender



3DS Max

## Experiences and achievements

### 2025

- *Personal project (1 month) - Explored multiplayer systems in Game Design and Blueprints (Unreal)*
- *School project in collaboration with Don't Nod (2 months, team of 10) - Level Design in Unreal Engine, worked closely with tech artists*
- *LISAA Game Jam (team of 6) - Rigging and animation work in Unreal Engine*

### 2024

- *Diploma project (team of 12) - Designed a fast-paced FPS in Unreal Engine. Focus on combat rhythm and weapon design*
- *Personal project (1 month) - Prototyped a local multiplayer experience, design iterations focused on accessibility and flow*

### 2023

- *Winning team of the LISAA Game Jam 2023*
- *3 school projects at LISAA - Roles in Game, Level and Systems Design and prototyping*

### 2021 → 2023

- *Participated in 8 game jams (7 at LISAA, 1 in high school)*
- *Deeplace - Horror game (1 month, team of 12)*  
I was the lead game designer, and I also took care of the Game, Level, System Design, but also the GDD and final Presentation

### 2017

- *One-week IT internship in a hospital setting.*

## Education

### Mastère Game Design

2024-2026 : LISAA, Paris

I studied Game, UX, UI, System, Economic Design and on Unreal Engine, learn how to create lights and materials

### Bachelor Game Design

2021 - 2024 : LISAA, Paris

I studied Game, UX, UI, Level, System, Economic Design and Programming Blueprint for Unreal Engine and Visual Scripting for Unity

### High School

I obtained my Baccalaureat diploma with honours