

# RAPHAËL DAUBELCOUR

*Technical Designer Student*

## ABOUT ME

I'm a Technical Designer student at ISART Digital Montreal with a strong interest in simplifying game development through tool creation. I also enjoy prototyping features inspired by other games.

## INFOS

✉ [proraphael.daubelcour@gmail.com](mailto:proraphael.daubelcour@gmail.com)

📍 **Canada - Québec - Montréal**

## SKILLS

Soft Skill :

- Communication
- Respectful
- Team Worker

Game Engines :

- Unity C#
- Unreal Engine 4/5, Blueprint
- Godot, GDScript

## PROGRAMMING LANGUAGES

C#, C++, Python, GDScript, Java

## LANGUAGES

🇫🇷 French - Native

🇬🇧 English - Cambridge - TOEIC

## EDUCATION

2023 - AEC NWE.05 in Game Design

2025 - AEC LEA.DS in Game Design

2025 - Lead Game Design Formation, RNCP Level 7

## WORK EXPERIENCE

### **Vagabond (Remote Internship) - Unity VR**

**GAME DESIGNER**

*November 2022 - March 2023, Montréal*

- Campaign balancing
- Team
- I worked on the level objectives design

### **DenTTT: Dental traitement Inc (Intership) - Keep The Crown! - Unity VR**

**PROGRAMMER / DESIGNER**

*November 2023 - March 2024, Montréal*

- VR - Eye Tracking
- Team Project
- I worked on the interaction system using eye tracking

### **Goose Byte (Freelance) - Prototyping**

**PROGRAMMER / DESIGNER**

*May 2023 - August 2025, Montréal*

- UEFN (Unreal Engine for Fortnite)
- Verse

## PERSONAL PROJECT

### **League Of Godots (WIP) - Godot 3D**

**GAME DEVELOPER**

*2023 - Montréal*

- Goal : Prototype a MOBA game to explore multiplayer systems.
- Inspiration : League of Legends
- Programmation (C#)

### **Tweener - Unity**

**PROGRAMMER**

*2023 - MONTRÉAL*

- Goal: Create a tool to animate objects directly from the editor.
- Allow to animate the position, rotation and scale within the editor, without writing code.