RAPHAËL DAUBELCOUR

Technical Designer Student

ABOUT ME

I am a Technical Designer student at Isart Digital Montreal. I have a great interest in making game development easier by making tools and I love prototyping features from other games.

INFOS

✉ proraphael.daubelcour@gmail.com

◎ **Canada - Québec - Montéal**

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

EDUCATION

2021 - 2023, Isart Digital Montréal

AEC-NWE.05 Video game mechanic design

WORK EXPERIENCE

Vagabond (Remote Internship) - Unity VR
GAME DESIGNER
November 2022 - March 2023, Montréal

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

Keep The Crown! - Unity VR
PROGRAMMER / DESIGNER
November 2023 - March 2024, DenTTT MONTRÉAL

- Theme "Un pour tous ! Tous pour un !"
- Team
- I worked on the enemies abilities

PERSONAL PROJECT

Figma Importer - Godot
PROGRAMMER
2024 - Montréal

- Goal : Create an addon to import figma project into godot.
- GDScript

NIA Game Jam - Unity 2D
PROGRAMMER / DESIGNER
11 March 2023, MONTRÉAL

- Goal: Designing a game base on the Quechua language
- Team
- Communication, working in team

Tweener - Unity
PROGRAMMER
2023 - MONTRÉAL

- Goal: Create a plugin
- I made a tweener component that allows you to tween the transform of an object from the editor