

# RAPHAËL DAUBELCOUR

*Game Developer*

## ABOUT ME

I'm a versatile and creative Game Developer with a strong interest in developing engine tools and programming 3C gameplay.

## INFOS

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

📍 [Canada - Québec - Montréal](#)

📁 [Portfolio](#)

## SKILLS

Soft Skill :

- [Communication](#)
- [Respectful](#)
- [Team Worker](#)

Game Engines :

- [Unity C#](#)
- [Unreal Engine 4/5](#)
- [Godot, GDScript](#)

## PROGRAMMING LANGUAGES

[C#, C++, Blueprint, 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

### 🕒 [Goose Byte \(Freelance\) - Prototyping](#)

**PROGRAMMER 3C / DESIGNER 3C**

*[May 2025 - August 2025, Montréal](#)*

- [UEFN \(Unreal Engine for Fortnite\)](#)
- [Verse](#)

### 🕒 [Isart Digital - Wires And Whiskers](#)

**PROGRAMMER 3C / DESIGNER 3C**

*[September 2024 - Jun 2025, Montréal](#)*

- [Unreal Engine 5 \(Blueprint\)](#)
- [I developed the 3C of the game](#)
- [250,000 copies sold on steam](#)

### 🏢 [DenTTT: Dental traitement Inc \(Internship\)](#) [- Keep The Crown! - Unity VR](#)

**PROGRAMMER 3C / DESIGNER 3C**

*[November 2023 - March 2024, Montréal](#)*

- [VR - Eye Tracking](#)
- [Team Project](#)
- [I worked on the interaction system using eye tracking](#)

## PERSONAL PROJECT

### 🎮 [League Of Godot Prototype - 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.](#)