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

✉ r.daubelcour.pro@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 - 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.