RAPHAEL DUCHET

Master's Degree in Video Game (Game Design)
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CONTACTS

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PORTFOLIO

https://raphduc.github.io/portfolio-first-iteration/

SOFT SKILLS

Teamwork, autonomy, perseverance, curiosity, willingness to learn, creativity, passionate

SOFTWARES

- Unreal Engine, Unity, Godot
- Visual Paradigm
- MS Office
- Blender, Maya
- GIMP, Photoshop, Camtasia
- Clip Studio Paint, Krita
- Twine

LANGUAGES/FRAMEWORKS

C, C++, C#, Python, Java, SQL, FireBase, Ada, HTML, CSS, PHP
Basic knowledges: JavaScript, jQuery, TypeScript, Vue.js, Angular

GAME DEVELOPMENT

Level Design
Gameloop Conception
Signs and Feedback Conception
3D/2D Art
Basics on Tech Art (VFXs, Shaders)
Basics on Online and Multiplayer Functionalities
Basics on Animations

SPOKEN LANGUAGES

- **Français** : Mother tongue
- **Anglais** : C1 level
- **Espagnol** : B2 level
- **Japonais** : Basic notions

INTERESTS

Language immersion trips: Australia and Ireland, South Africa, Mauritius, Seychelles, Canada
Sports, music, literature, role-playing games
Drama: Participation in the Reunionese Komidi Festival 2016 (*Big One* by Sergio Grondin)
Video games: Gaming culture and references. Octogônes Convention: Amateur tournaments on Quake 2 (2019 and 2021)

STUDENT AND PERSONAL PROJECTS

HEAJ (Namur, Belgique) (2023-24)

- Collective production of a Platform-Game on Unreal: Goatboi. Level-design, gameplay programming, animations, feedbacks.
- Collective production of a Puzzle/Action/Adventure Game on Unreal. Level-design, gameplay programming, animations, feedbacks. Marketing research. Game Design research : « Sois le Vent».

UQAC (Chicoutimi, Canada) (2022-23)

- Design and development of solo, multiplayer, and networked game projects. Unity and Unreal.
- Collective production of a Puzzle-Game on Unreal : Freezy Time Slider. Level-design, 2D/3D art, animations, leaderboard.

Influunt Entis, ARPG/infiltration (2022-24)

- Conception of an ARPG on Unreal. Narrative research, dialogues.
- 2D and 3D character concepts. Art style research.
- Level and progression concept. Audio research with an artist.
- Working on a first playable.

IUT2 Grenoble (2020-22)

- Modeling and collective creation of a web application for the portable escape game Bräk Box. Marketing pitch. Utilization of TypeScript (Angular framework), HTML5, and CSS.
- Digitization of the Antivirus board game in Ada.
- Collective creation of a conference management system using Java Swing.

EDUCATION

Master's Degree in Video Game
HEAJ (Belgique) (2023-25)

Double degree : Bachelor's deg. in Game Dev/DUETI Comp. Sci.
UQAC (Canada)/UGA (2023)

Two Year higher education in Computer Science
IUT 2 Grenoble (2022)

International preparatory classes
INSA Lyon (2019-20)

Baccalaureate S., Spanish European Section
Lycée Pierre Poivre, Saint-Joseph (La Réunion) (2019)

GAMEJAMS

- *I Dream of Sands* : a contemplative game made in 3 hours
  TriJam#245, 11/2023
- *Potato Pooling* : an angry potato, inspired by Vampire Survivor
  WonderJam Automne 2023, 11/2023
- *Hystoripia* : an OST instead of a game
  OSTComposingJam#6, 07/2023
- *Squire* : an adventure in which you're not the hero
  WonderJam Hiver 2023, 02/2023
- *The Baguette 1789 : Revolution* : inspired by « Metroidvanias»
  Godot Wild Jam#51, 12/2022

INTERNSHIP

Avalon Digital, April-June 2022

- Implementation of localization asset I2Localization and automation of game's translation for the launch of Britannia.
- Introduction to Blender : creation of 3D pawns.
- Addition of effects and animations, with necessary script.