

# Raphaël Granjon

## Game Designer

 raphael.granjon7@gmail.com  07 83 82 27 33  Paris, France

 [linkedin.com/in/raphaël-granjon](https://linkedin.com/in/raphaël-granjon)  Portfolio

### Profile

Game designer with experience working on different genres of 3D games. Comfortable with design documents, prototyping in Unity, bug tickets, and enjoy brainstorming.

### Skills

#### Game Design

Brainstorming, design documents (GCD, GDD)

#### Game Engines

Prototyping, Visual Scripting (Unity, Unreal Engine)

#### QA Testing

Tickets (Excel, Google Sheets, Jira), test cases

### Professional Experience

#### Multimedia Educational Engineer, Events Games

09/2023 – 06/2024

- Designed educational activities for apprentice modules
- Ported a virtual escape-game to Unity
- Programmed modules using Articulate Storyline

### Projects

#### Game Designer, Solar Leap, 3D Platformer, Nintendo Switch, Unity

09/2024 – 05/2025

- Led brainstorming sessions around 3C and Level Design
- Designed and prototyped 3C within a sandbox level

#### Game Designer, Gyaru Ultimate Revenge, RPG, PC, Unreal Engine 4

02/2024 – 05/2024

- Led brainstorming for an RPG combat system and an exploration system
- Designed levels using Illustrator and Unreal Engine while working with artists and programmers

#### Game Designer, Tower Fusion, Tower-Defense, Mobile, Unity

03/2023 – 05/2023

- Wrote documentation (GCD)
- Designed levels using Google Sheets and custom tools made by programmers

### Education

#### Master's degree in Game Design, Isart Digital, Paris, Video Games School

09/2021 – 05/2026

### Languages

#### French

Native

#### English

Professional proficiency

#### Japanese

Elementary level

### Interests

#### Music

- Composition and arrangement on FL Studio
- Keyboard player

#### Reading

- Comical comics
- "slice of life" manga

#### Research

- Video game history
- Jazz-Fusion archiving (Casiopea (Band))