

Raphaël Granjon

Game Designer

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🌐 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))