

Raphaël Granjon

Game Designer

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🌐 linkedin.com/in/raphaël-granjon 🔗 Portfolio

👤 Profil

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

🧠 Compétences

Game Design

Brainstorming, design documents (GCD, GDD)

Game Engines

Prototyping, Visual Scripting (Unity, Unreal Engine 4)

QA Testing

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

📁 Expérience Professionnelle

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

📁 Projets

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, *Electro Punch, 3D Platformer, PC, Unity* ✕

09/2022 – 12/2022

- Wrote design documents using PowerPoint to detail the game's mechanics
- Programmed most of the game's features by using Visual Scripting

🎓 Éducation

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

09/2021 – 05/2026

🌐 Langues

French

Native

English

Professional proficiency

Japanese

Elementary level

🔑 Centres d'intérêt

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))