

# Raphaël Martin-Rodrigues

## Game Designer



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Portfolio:

<https://www.xn--raphalmp-portfolio-gub.com/>



Repentigny-Québec

## SOFTWARE



PERFORCE



Audacity

## ACADEMIC CAREER

- ❑ Montreal Video Game School.
- ❑ Graduated in Game Designer and Level Designer.
- ❑ Graduated on January 1, 2025

## LANGUAGES SPOKEN

- ❑ French
- ❑ English

## PROFILE

Young multidisciplinary Game Designer with 2+ years of experience creating video games using the Unreal Engine platform. Ready to take on new challenges, both technical and creative.

## SUMMARY OF SKILLS

- ❑ 2 years of experience in development with Unreal Engine 5
- ❑ 2 years of experience with Perforce and Github software
- ❑ Prototyping of gameplay mechanics (3Cs, AI, UI, Interactions, Character abilities)
- ❑ Prototyping of complex systems (Inventory, Dialogues, Skills)
- ❑ Experience in Agile methodology (Scrum-Kanban) with JIRA
- ❑ (1) Project marketed on Steam: Starling

## PERSONAL ACHIEVEMENTS

Starling - Gameplay Programmer - Game Designer

- ❑ Design and implementation of gameplay systems
- ❑ Design and implementation of player mechanics
- ❑ Design and implementation of game mechanics
- ❑ UI Design and Implementation

The Arcade - Gameplay Programmer - Survivor Game

- ❑ Design and implementation of artificial intelligence (enemies and bosses)
- ❑ implementation of gameplay systems (combat, Interaction UI, AI)
- ❑ Winner of the EJVM Game Jam 2024 (Ranked number 1 in Originality and respect for the theme)