RAPHAEL DE SOUSA **GAME DESIGNER**

📞 +33 6 95 38 13 37



LYON, FRANCE





MY PORTFOLIO

JUNIOR GAME DESIGNER MAY 2018 - AUGUST 2019







Time management game. More than 7 millions download. In charge of Design, FTUE, Meta-Game, Mockups...

AMBER'S AIRLINE: SEVEN WONDERS





UNANNOUNCED TITLE



Time-Management game. I was in charge of: Game & Level Design, Narrative Design, FTUE, Gameplay Flow....

UNANNOUNCED TITLE



2D Platformer based on a famous IP for **kids**. In charge of Game Design, One sheet concept, boss design, FTUE...

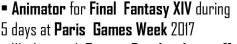
PERSONAL EXPERIENCE



YOUTUBE: GAMETHEATER

- Game Design Youtube channel created in March 2018.
- 8 videos made during my free time
- Increase my reflexion and analysis skills.

PGW: SOUARE ENIX AMBASSADOR





 Working with Square Enix London staff on the main stage

SKILLS

SOFTWARE

GAME DESIGN DOCUMENT

• 3C

• RISKS / REWARDS

• GOOGLE

FLOW CHART

• FTUE

MARKET ANALYSIS

⋘ ∙UNITY

• FREE TO PLAY

GAMEPLAY LOOP

QUEST DESIGN

₩ • UNREAL ENGINE 🛱 • JIRA

SIGNS & FEEDBACK

PLAYER SKILLS

NARRATIVE DESIGN

VEGAS

• OFFICE SUITE

• PHOTOSHOP

× · XMIND

EDUCATION

ARIES LYON

2016-2019: Game Design bachelor degree



Learning **Game Design** basis, Level Design, Management and practices with many school projects.

MARKET WATCH

Articles, conferences, store,



VIDEO GAMES

HOBBIES

Rpg, Mmorpg, Fps, Platformer...





ROLEPLAY On forum, on MMORPG, tabletop...

