

# RAPHAEL DE SOUSA

## GAME DESIGNER

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LYON, FRANCE



NATIVE  
PROFESSIONAL



MY PORTFOLIO



OLD SKULL  
GAMES

### JUNIOR GAME DESIGNER MAY 2018 - AUGUST 2019

#### AMBER'S AIRLINE : HIGH HOPES



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

#### AMBER'S AIRLINE : SEVEN WONDERS

**Second Amber's Airline game I worked on.** I was in charge of Game & Level design, design documents, mockups...



#### 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 : SQUARE ENIX AMBASSADOR

- Animator for Final Fantasy XIV during 5 days at Paris Games Week 2017
- Working with Square Enix London staff on the main stage



### SKILLS

- GAME DESIGN DOCUMENT
- 3C
- RISKS / REWARDS
- FLOW CHART
- FTUE
- MARKET ANALYSIS
- FREE TO PLAY
- GAMEPLAY LOOP
- QUEST DESIGN
- SIGNS & FEEDBACK
- PLAYER SKILLS
- NARRATIVE DESIGN

### SOFTWARE

- OFFICE SUITE
- GOOGLE
- PHOTOSHOP
- UNITY
- UNREAL ENGINE
- JIRA
- VEGAS
- XMIND

### EDUCATION

#### ARIES LYON

2016-2019: Game Design bachelor degree



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

### HOBBIES



**MARKET WATCH**  
Articles, conferences, store,



**SCIENCE**  
Astronomy and astrophysic...



**VIDEO GAMES**  
Rpg, Mmorpg, Fps, Platformer...



**ROLEPLAY**  
On forum, on MMORPG, tabletop...