



RAPHAËL BARRIÈRE

20 YEARS OLD

SYSTEM DESIGNER

PROFIL

Aix-en-Provence, France

Young, dynamic, and passionate. I fear nothing and am driven by the ambition to work on meaningful, large-scale projects. I thrive in team environments, where I enjoy collaborating, learning from others, and constantly expanding my skills.

Curious and eager to grow, I always give my best to share my energy and positive mindset.

EXPERIENCES

FINAL YEAR PROJECT - SYNTHWAVE SHOW DAWN

Student Project - December 2025 - July 2026 (1 Year)

Rhythmic Hero Shooter - 4v4 Multiplayer (Unreal Engine 5)

Roles: Game Designer · Gameplay Balancer · Developer Multiplayer · Lead Backup

TILAK HEALTHCARE

Intern - February 2020 - February 2020 (5 Days)

Completed a 9th-grade internship at Tilak Healthcare, a Paris-based medical video game company, providing an early introduction to the video game industry.

EDUCATION

ÉCOLE BRASSART AIX-EN-PROVENCE (2023 - 2026) in the 3rd year

Bachelor's degree, Game Design

LYCÉE ALPHONSE BENOIT (2020 - 2023)

French Baccalaureate, Engineering Sciences & Computer Science

SOFTWARE PROFICIENCY



HONORS-AWARDS

BBYB00M 2ND PLACE - BRASSART GAME JAM 2025 [Link](#)

LINKED 1ST PLACE - BRASSART GAME JAM 2024 [Link](#)



CONTACT

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[barrière-1aaa002b4](https://www.linkedin.com/in/raphaël-barrière-1aaa002b4) (LinkedIn)

[Portfolio / Itch.io](#) (Works)

SKILLS



- Game/System Design
- Level Design
- Project Management
- Pixel Art
- BluePrint
- Game Development
- UX Design
- Game reviews

LANGUAGES

Anglais (B2)

Français (Native)

DRIVING LICENSE

European B license

HOBBIES

- Kungfu
- Hiking
- Ski
- Woodworking