



# BRAYAN JAOZAFY

Game Designer

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## Projects

### WORSHIP | 2022

1v1 Card Game

Rules Creation, Balancing and  
UX Design for over 50+ different  
cards

### PROTOCOL 223 | 2021

Hero Shooter, Mixed Reality  
Life-Sized Level Design,  
New Player Experience,  
Game Balance

### WILD DIVE | 2021

First Person Runner, PC  
3C Design and Settings, Level  
Design Blockout, Playtesting and  
UX

## Studies

### RNCP BAC+2 | 2021

Objectif 3D, Montpellier  
Video Game and Cinema School  
Game Section, Game Design Speciality

### BAC S EURO ANGLAIS | 2015

Lycée Clémenceau, Montpellier  
Option ISN

## Skills

- **Techniques**

- Prototyping
- Nodal Programming
- Rational Game/Level Design
- 3D Modeling
- 3D Animation

- **Softwares**

- Adobe Suite
- Unreal Engine
- Unity
- Excel
- 3DS MAX
- Maya
- Perforce
- Jira

- **Bilingual** French/English

- **Qualities**

- Creative, Flexible, Positive,  
Patient

## Interests

- Board Games/Tabletop RPGs
- TCG Aficionado
- Martial Arts
- Japanese Animation