PROJECT SHOWCASE / ENGINEERING & PRODUCT PORTFOLIO

Career Town (CV RPG)

Product & Business Briefs

Prepared for professional review | November 4, 2026 | English edition

Evidence note: Based on prior project discussions, described architecture, selected development/debugging history and portfolio records available at preparation time. This is a portfolio case study, not a fresh source-code audit, external security review, market study or verified commercial due diligence. Planned capabilities and unverified outcomes are labeled accordingly.

Career Town (CV RPG) | Product & Business Brief

Interactive resume / portfolio | Product stage: Concept, world assets, Tiled configuration and character designs; complete public game unverified

Product premise

Career Town is an interactive RPG-style professional portfolio in which a recruiter explores a small town. The candidate’s education, skills, work and projects appear as discoverable buildings instead of being confined to a static resume page.

Customer problem

Traditional portfolios place many technologies and project details into long scrollable pages. A visually navigable professional map can create stronger differentiation and invite exploration, but must retain straightforward accessibility for busy reviewers.

Target users

Primarily employers, recruiters and collaborators; secondarily possible clients interested in custom interactive portfolios.

Value proposition

A distinctive demonstration of front-end, game interaction, UX and visual storytelling skills.

Potential differentiation

An authored RPG town linking real professional evidence to an explorable interface; its core value is credibility and memorability.

Alternatives and competitive pressure

Conventional personal sites, template portfolios, interactive CVs and online game-like portfolios.

Commercial model hypothesis

Primarily a career-marketing asset. A possible future service/productization of interactive portfolios is speculative and not the current business model.

Initial go-to-market experiment

Send directly with job applications and professional outreach; compare performance against a conventional portfolio.

Validation plan and decision metrics

- Recruiters must find important information quickly without instructions.
- Track project-detail visits and resume downloads without excessive tracking.
- Request feedback from at least 5 hiring professionals on clarity versus novelty.
- Do not claim direct hiring improvement without observed evidence.

Commercial and operational risks

- Game navigation may slow busy recruiters or fail on corporate devices.
- Heavy media may hurt performance and accessibility.
- Confusing presentation could overshadow demonstrated backend skills.
- Time investment could displace applications and portfolio upkeep.

Phased go-to-market roadmap

- Launch standard portfolio with project PDFs first.
- Build game scene as an optional companion experience.
- Instrument task completion and optimize discoverability.
- Connect all RPG buildings to the same source-of-truth project data.

Sponsor / investor diligence checklist

- Demonstrable product build and concise feature tour.
- Evidence of actual use: users, retention and repeated workflows rather than feature count alone.
- Costs, pricing assumptions and support effort; no unsupported revenue forecast.
- IP ownership, licensed assets, privacy commitments and provider API dependencies.
- Specific requested partnership: pilot access, introductions, development support or investment, plus milestones.

Important: All market positioning and monetization options in this brief are hypotheses to validate. No TAM, revenue, valuation, user growth, partnerships or investment return is represented as verified.