

# ALEXANDRE FOUSSAT

## Game Designer

Looking for an Internship starting February 2026



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[My Portfolio](#)

### Qualities

Bilingual French/English  
Rigorous, patient, creative and comfortable working in a team

### Hobbies

Trampoline (French Team Vice-Champion, 2019)  
Music (Linkin Park, NCS, RedHotChiliPeppers)  
Video games (NewWorld, Back4Blood, Dofus and Sea of Thieves)

### Professional Experiences

**Microïds Studio Paris (Internship) - (March/August 2024)**  
**Flashback 2, L'Amerzone & a new opus project**  
*Game Design and Level Design on the current productions (Docs, Proto, Schematics)*

### Projets / Experiences

**Unreal Engine 5 VR - (June 2025 - 6 months - Team of 12)**  
**One & Zero - VR & Exploration**

- Game Documents and Schematization
- Prototyping blueprint of mechanics
- Level Design

**Alternative Controller - (October 2024 - 2 weeks - Team of 9)**  
**Paco's Anatomy - GDC 2025 nominee, San Francisco**

- Creation of the whole concept
- co-conception of physical inputs and mini-games
- Help in the making of the monster

**Couch Game - (December 2023 - 3 months - Team of 12)**  
**Twice Upon a Time - Sibling adventure**

- Team organization
- Implementation of assets on Unity
- Level and Narrative design of the game

**Mobile Game - (June 2023 - 1 month - Team of 8)**  
**Rokkatensei - Turned based fight**

- Game concept & Schematization
- Level Design balancing
- UX/UI design

**Game Jams (x17)**  
Available on [iikarma.itch.io](https://iikarma.itch.io)

### Formations

**IIM, Paris**  
**Master Degree - Game Design (2021-2026)**  
Game Design (Game Design Documents), Brainstorming and Working Methods, Narrative Design, Experience and Emotions, Level Design, QA Testing, Project and Team Management

**Technical skills**  
Unity, Unreal Engine 5, Mantis, Premiere Pro, Miro Photoshop, OBS and Visual Studio