
ALEXANDRE FOUSSAT

Game Designer

Looking for an Internship
starting February 2026



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[My LinkedIn](#)
[My Portfolio](#)

Qualities

Bilingual French/English

Rigorous, patient, creative and
comfortable working in a team

Hobby

Trampoline (French Team Vice-
Champion, 2019)

Music (Linkin Park,
NCS, RedHotChiliPepper)

Cinema (Comedy, horror and
action)

Video games (NewWorld,
Back4Blood, Dofus and Sea of
Thieves)

Experiences

Unreal Engine 5 VR - (December/June 2025)

One & Zero - VR & Exploration

Game Documents and Schematization
Prototyping blueprint of mechanics
Level Design

Alternative Controller - (October 2024)

Paco's Anatomy - GDC 2025 nominee

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

Microïds Studio Paris (Internship) - (March/August 2024)

Flashback 2, L'Amerzone & a new opus project

Participation in Game and Level Design on the
current and future productions

Couch Game - (October/December 2023)

Twice Upon a Time - Sibling adventure

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

Mobile Game - (May/June 2023)

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 of 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