



Contact

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Lyon

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Hard Skills



- GAME DESIGN
- LEVEL DESIGN
- DOCUMENTATION
- MANAGEMENT
- PROGRAMMING

Soft Skills

- TEAMWORK
- CURIOSITY
- CRITICAL THINKING
- ATTENDANCE
- CREATIVITY
- DISCIPLINE

Languages



Native



B2



B1



A2

Hobbies



Virgile Touzé

Tech Game/Level Designer

Versatile, motivated and passionate, I like to invest myself in what I do. It's always with curiosity and goodwill that I accomplish the tasks entrusted to me. I'm currently looking for an [internship](#) in [Game Design](#) or [QA Testing](#) from [July](#) to [December 2024](#).

Work experience

October 2023 - November 2023

Internship, HiQub Studio, Lyon

Game Designer

Production of a pitchdeck in 1 week

Game Design Experience

February 2024 - Today

Project: Fury's Law

Programmer & Game Designer

Cinematic Third Person Shooter

Production of a demo on Unreal Engine 5

May 2023 - Today

Project: Depth's Scape

Game/Level Designer, Programmer

Student IP, 12 months of production

Production of a complete vertical slice

2020 - Today

Game Jams

Game/Level Designer, Programmer

4 Global Game Jams

Education

2021 - Today

École Brassart

Bachelor Game Design

- Game, Level and Narrative Design
- Programming
- Project Management

2018 - 2021

Charles Peguy High School

High school diploma

- Computer science

Python, web (HTML/CSS), logic and algorithms.

- Economics

Sociology, political science, reading statistical data.