



## Contact

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Lyon

<https://github.com/vtouze>

<https://vtouze.github.io>

## Hard Skills



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

## Soft Skills

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

## Languages



## 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/Level Design](#) from [July](#) to [December 2024](#).

## Work experience

### ○ Internship, HiQub Studio, Lyon

October 2023 - November 2023

#### Game Designer

Production of a pitchdeck in 1 week

## Game Design Experience

### ○ Project: Fury's Law

February 2024 - Today

#### Programmer & Game Designer

Cinematic Third Person Shooter

Production of a demo on Unreal Engine 5

### ○ Project: Depth' Scape

May 2023 - Today

#### Game/Level Designer, Programmer

Student IP, 12 months of production

Production of a complete vertical slice

### ○ Game Jams

2020 - Today

#### Game/Level Designer, Programmer

4 Global Game Jams & 1 Ludum Dare

## Education

### ○ École Brassart

2021 - Today

#### Bachelor Game Design

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

### ○ Charles Peguy High School

2018 - 2021

#### High school diploma

- Computer science

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

- Economics

*Sociology, political science, reading statistical data.*