



# Virgile Touzé

## Tech/Game Designer

The different game design projects I have done have given me the desire to experience the professional world. I am currently looking for a [Game Design](#) or [QA Testing internship](#) or [work contract](#) from [July 2024](#).

## Contact

### Phone

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### Email

touzevirgile@gmail.com

### Address

Lyon (available for remote)

### Github

<https://github.com/TeeZ21>

## Professional Skills



- TEAMWORK
- ADAPTABILITY
- BRAINSTORMING
- DILIGENCE
- INDEPENDENCE

## Soft Skills

- CONSCIENTIOUS
- CURIOUS
- CRITICAL MIND
- INVOLVED
- COMMUNICATION

## Languages



## Hobbies

### Sport

Basket-ball  
Bouldering

### Music

Electronic music  
(dubstep)  
Festivals

## Game Design Experience

### May 2023 - Today

Depth's Scape

**Game/Level Designer, Programmer**

Student IP, 12 months of production.

Delivery of a complete vertical slice

### August 2023 - Today

Dissident

**Solo development**

Personal concept of a retro doom-like game.

Realization of a prototype on Unity

### 2020 - Today

Game Jams

**Game/Level Designer, Programmer**

3 Global Game Jams

## Education

### 2021 - Today

École Brassart

**Bachelor Game Design**

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

### 2018 - 2021

Lycée Charles Peguy

**High School Degree**

- Computer science

*Introduction to programming (Python), websites (HTML/CSS), logic and algorithms.*

- Economy

*Sociology, political science, reading and interpreting statistical data*

- English literature

*Vocabulary enrichment, reading popular works of the 19th century*