



Contact

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- Lyon, France
- Virgile Touzé
- <https://vtouze.github.io>

Hard Skills



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

Soft Skills

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

Languages



Native



B2



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](#) starting in [september 2025](#).

Work Experiences

- Internship, IRD - Montpellier**
July 2024 - December 2024
Game Designer & Developer
Production of a serious management game
Built upon an agent-based simulation of urban mobility.
- Internship, HiQub Studio - Lyon**
October 2023 - November 2023
Game Designer
Production of a pitchdeck in 1 week

Game Design Experiences

- Project: TOMORROW'S DAY**
December 2024 - Today
Game Designer & Programmer
Dystopian Point & Click
Production of a demo on Unreal Engine 5
- Project : Depth's Scape**
May 2023 - June 2024
Game/Level Designer, Programmer
Student IP, 12 months of development
Production of a stealth game (Vertical Slice)
- Game Jams**
2020 - Today
Game/Level Designer, Programmer
4 Global Game Jams & 1 Ludum Dare

Education

- École Brassart, Lyon**
2021 - 2024
Bachelor Game Design
 - Game, Level and Narrative Design
 - Programming
 - Project Management