Virgile Touzé

Technical Game Designer

I'm versatile, motivated, and proactive, fully committed to every project I work on. I approach tasks with curiosity and adaptability. I'm available immediately and actively seeking a fixed-term or permanent role in Game Design.

Contact

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- 📍 Nantes (FR)
- 💼 Virgile Touzé
- 🌐 https://vtouze.github.io

Hard Skills

- GAME DESIGN
- LEVEL DESIGN
- DOCUMENTATION
- MANAGEMENT
- PROGRAMMING
- QA TESTING

Soft Skills

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

Languages

- 🇫🇷 Native
- 🇬🇧 B2
- 🇸🇪 A2

Hobbies

Work Experiences

Volunteer, Skytale – Remote
April 2025 - Today
QA Tester
Nonprofit indie game studio with 80+ active members.
Test mechanics, report bugs, support teams, fix issues, etc.

Internship, IRD (Research Institute) – Montpellier (FR)
July 2024 - December 2024
Game Designer & Developer
Development of a serious management game
Built upon an agent-based simulation of urban mobility.

Video Games Projects

Project: TOMORROW'S DAY
December 2024 - Today
Game Designer & Programmer
Dystopian Point & Click
Realization 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 (FR)
2021 - 2024
Game Design Bachelor
- Game, Level and Narrative Design
- Programming
- Project Management