



# 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 a **fixed-term** or **permanent contract** in **Game/Level Design** or in **QA** starting in **January 2025**.

## Contact

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- <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



## Work Experiences

- **Internship, IRD - Montpellier**  
July 2024 - December 2024  
**Game Designer & Developer**  
Production of a serious management game  
Based on 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**  
September 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 production  
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