

ALEXANDRE FOUSSAT

Game Designer

Looking for an Internship starting February 2026



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[My Linkedin](#)
[My Portfolio](#)

Qualities

Bilingual French/English
Rigorous, patient, creative and comfortable working in a team

Hobbies

Trampoline (French Team Vice-Champion, 2019)
Music (Linkin Park, NCS, RedHotChiliPeppers)
Video games (NewWorld, Back4Blood, Dofus and Sea of Thieves)

Professional Experiences

Microïds Studio Paris (Internship) - (March/August 2024)
Flashback 2, L'Amerzone & a new opus project
Game Design and Level Design on the current productions (Docs, Proto, Schematics)

Projets / Experiences

Unreal Engine 5 VR - (June 2025 - 6 months - Team of 12)
One & Zero - VR & Exploration

- Game Documents and Schematization
- Prototyping blueprint of mechanics
- Level Design

Alternative Controller - (October 2024 - 2 weeks - Team of 9)
Paco's Anatomy - GDC 2025 nominee, San Francisco

- Creation of the whole concept
- co-conception of physical inputs and mini-games
- Help in the making of the monster

Couch Game - (December 2023 - 3 months - Team of 12)
Twice Upon a Time - Sibling adventure

- Team organization
- Implementation of assets on Unity
- Level and Narrative design of the game

Mobile Game - (June 2023 - 1 month - Team of 8)
Rokkatensei - Turned based fight

- Game concept & Schematization
- Level Design balancing
- UX/UI design

Game Jams (x17)
Available on iikarma.itch.io

Formations

IIM, Paris
Master Degree - Game Design (2021-2026)
Game Design (Game Design Documents), Brainstorming and Working Methods, Narrative Design, Experience and Emotions, Level Design, QA Testing, Project and Team Management

Technical skills
Unity, Unreal Engine 5, Mantis, Premiere Pro, Miro Photoshop, OBS and Visual Studio