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## ALEXANDRE FOUSSAT

### Game Designer

Looking for an  
Internship starting  
February 2026



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[My LinkedIn](#)  
[My Portfolio](#)

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### Qualities

#### Bilingual French/English

Rigorous, patient, creative and  
comfortable working in a team

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### Hobbies

Trampoline (French Team Vice-  
Champion, 2019)

Music (Linkin Park,  
NCS, RedHotChiliPeppers)

Video games (NewWorld,  
Back4Blood, Dofus and Sea of  
Thieves)

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## 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)

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## 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](https://iikarma.itch.io)

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## 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