

MARIN AUSSANT

GAME PROGRAMMER &
LEVEL DESIGNER



PROFILE

Originally from Normandy in France, I became interested in **Programming** at the age of 14, first in web design, then I decided to follow my **passion** and develop for video games, a medium I've always loved, which allows me to show my **creativity** and which also gave me this attraction for **Level Design**.

PROJECTS

Unity | 2024 - 2025 | **DERAYAH**

9 months graduation project as **Level** and **Narrative Designer**.
Work and communicate within a team of 8 peoples and different departments.
Carry out **playtests**, and understand **feedback** to improve the **experience**.

Unity | 2023 | **OPÉRATION MULBERRY**

Lead Programmer on a Serious Puzzle **Mobile Game**.
Develop entire **Touch Detection** and **Drag & Drop** system

Phaser | 2023 | **DAWN ON SKYGLOW**

Design an entire 2D platformer, **Programming**, **Level Design**, **Art** and **Animation**.
Use of **State Pattern**, and focus on **Player experience**.

...more on my projects on my portfolio, links down below ↪

STUDIES

Bachelor Degree in Game Development | 2025 | ESMA Rennes

- Learning **Programming**, **Design** and **Art** for video games.
- Learning **Unity**, **Unreal Engine**, **Phaser** with **C#**, **Blueprint** & **C++**, **JS**.

Technical Degree in Computer Science | 2022 | IUT Nantes

- Learn a lot of programming languages and **Object-Oriented Programming**.
- **Project management** and **versioning** with **GitHub**

SKILLS

Game Programming :

Unity - Unreal Engine - Phaser - Pygame
C# - Python - C++
3C - UI

Languages :

French (Native)
English (B2)

Soft Skills :

Fast Learner - Adapt easily
Work & Communicate in team
Always keen to discover new things

Level Design :

Blocking, Testing and Improving situations
Direct the player and his gaze towards a precise objective

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