

Martin Loiseau

26 - Masters degree - English C2 (fluent) - Paris

Experience

2025-Today

Interactive Developer (Onepoint)

Designed and developed innovative digital experiences for diverse clients. Delivered projects across immersive VR/AR platforms (Unity, Niantic Lightship) and Web (React, Three.js).

2025

Unity Developer (Reality Academy)

Developed and maintained a 7 years+ immersive learning VR software and its adjacent tools.
Unity, Gitlab CI

2022-2024

Game Developer/Designer (Urssaf)

Developed *serious games* for the Urssaf network (16 000 employees). Central role in a multifaceted team: Unity programming, game design, prototyping, planning & coordinating, writing, playtesting.

2020-2025

Indie Game Developer

Developed and self-published mobile and PC games: *Mask Around*, *Mask Up*, *Plant Down*. Release on Steam, Google Play Store, rouli.itch.io. Direction of musicians.
Tools: MonoGame, Unity, C#, Aseprite, FMOD

2022

Java Developer (Sopra Steria)

Development of java backend applications. Integration, test automation pipelines using Postman.

Training

2022-2023

Gobelins, l'école de l'image

Specialised Master's Degree Interactive Digital Experiences Designer for video games, culture and communication. Workshops and group projects focusing on game design & development, project management, communication & marketing, monetisation.

Professionnal thesis: *Can we play in bureaucracy?*

End of studies' project: *Loxodon*, a 3D survival FPS game aiming to help the archaeological scientific community.

2017-2022

Polytech Nantes

Computer Science Engineering degree.

Software architecture, design and development, HMI, web technologies, VR, cryptography; test, integration and deployment of software, project management.

Specialized in decision intelligence: advanced analytics and machine learning.

Contact

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Tools

Software

Development: Unity, Godot, MonoGame,

Visual Studio & Visual Studio Code, Rider

Visual: Aseprite, Adobe softwares (Illustrator, Photoshop, InDesign, Premiere)

Audio: Reaper, Audacity

Modeling: Blender

Others: Git, Yarn Spinner, MonoGame, Miro,

Figma, Jenkins, Jira, Notion, FMOD

Programming

C#	<div></div>
Java	<div></div>
Python	<div></div>
Groovy	<div></div>
C++	<div></div>
JS/TS	<div></div>
R	<div></div>

Hobbies

Cooking, swimming, philosophy