

Martin Loiseau

Game Maker

25 - Bac+6 - English C2 (fluent) - Paris

Experience

2022-2024

Game Developer/Designer (Urssaf)

Design and development of *serious games* for the Urssaf network (16 000 employees). Central role in a multifaceted team: game design, prototyping, planning & coordinating, C# programming, writing, playtesting.

2020-2025

Indie Game Developer

Development of 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 for SNCF (national french railway company). Test automation pipelines using Postman. Integration with the production team & redaction of technical documentation.

2022

Design Factory (Gémo)

Design and prototyping of a physical retail interactive solution dedicated to making the shoe-buying experience engaging for children and parents alike.

2021

DevOps Developer (Groupement U)

Creation of CICD tools and pipelines for big data software Informatica with Jenkins (groovy/python).

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

Mask Around (2023-2024)

[Google Play Store](#) - [Steam](#) - [itch.io](#)

Mask Around is a 2D shooter platformer roguelike released on Steam and Google Play in 2024. My work focused on the design, spritework and development, with external help for localization and the soundtrack.

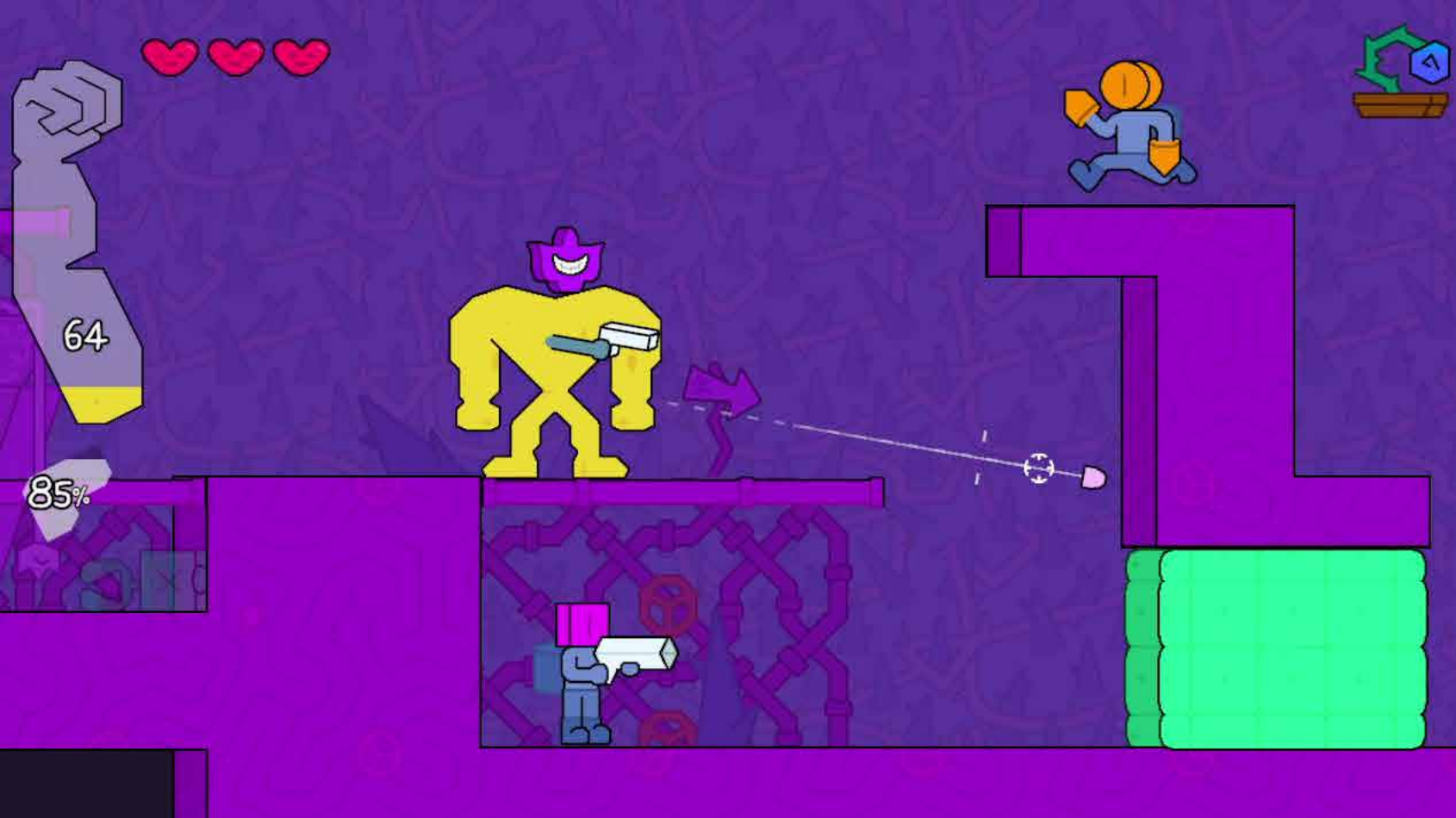
Challenges of the project

- Creating a complete moveset with limited input
- Cross-platform-oriented design and development, multiple input support (controller, on-screen controls, gyro, mouse, etc.)
- Non-tile based world generation
- Community management & marketing



*Mask Around's initial concept :
aiming by rotating your phone!*





DSN : Une Aventure Bloquissime (2023)

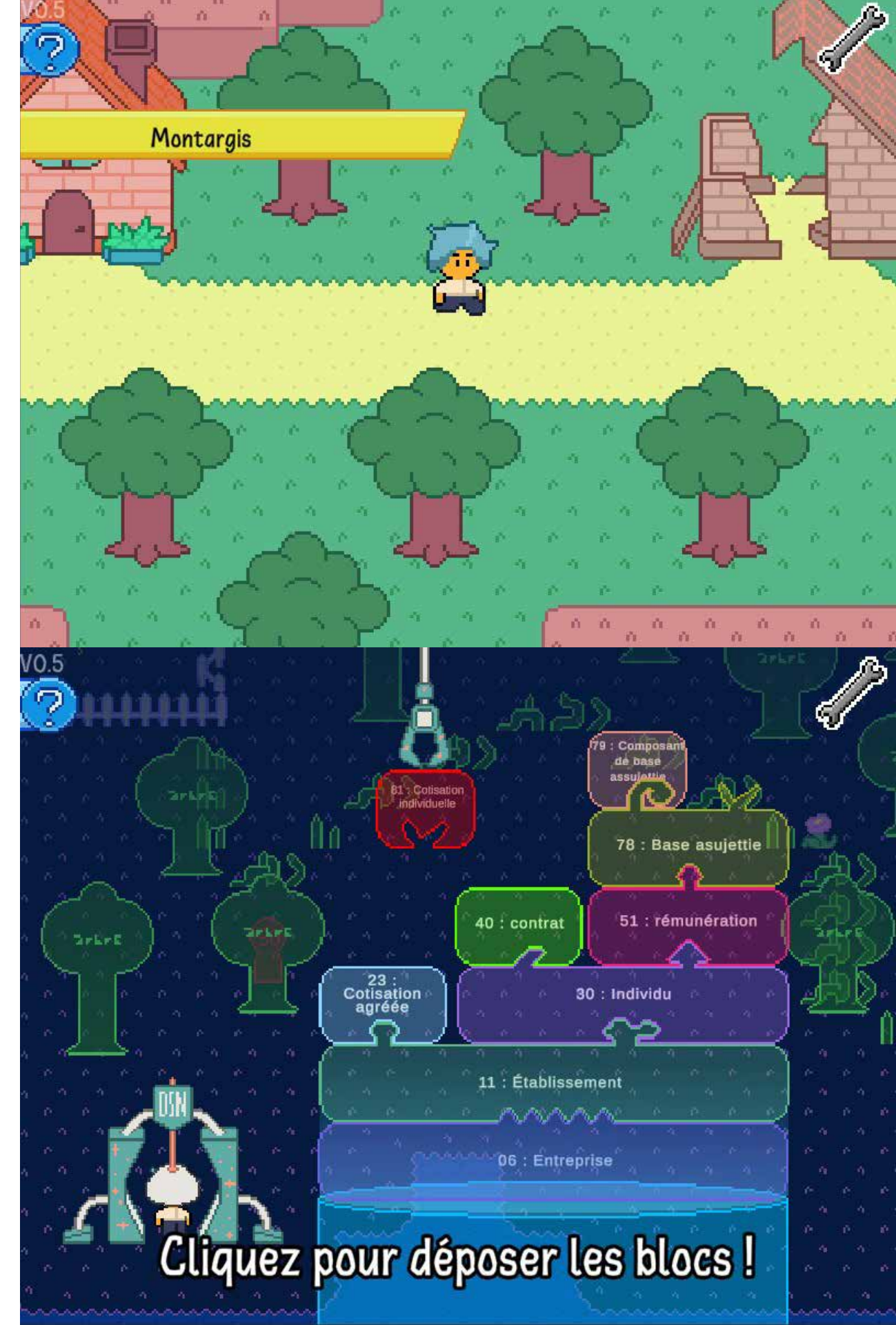
‘DSN : Une Aventure Bloquissime’ is a *serious game* focusing on a dense administrative process for french businesses called ‘Déclaration Sociale Nominative’. The game was created to acculturate Urssaf employees on this important internal topic.

Challenges of the project

- Finding the right balance between fun and learning through game design and writing
- Designing for a wide audience of 16 000+ employees and collaborators, mostly unfamiliar with gaming.
- Integrating administrative experts in the design process
- Iterating with a multi-faceted internal team with little experience on video-game creation, but a strong expertise in other media and educational projects.



The game adopts the format of a RPG, in which you will assist a character in the (administrative) creation of their bakery.



All That Glitters (2023-2025)

[Steam](#)

All That Glitters is a french visual novel about loneliness, alternative societies and diogenes syndrome. The game originated in a workshop at Gobelins/Enjmin schools during the specialised master's degree 'Interactive Digital Experiences' (IDE). The project was completed two years later by a subset of the initial team.

Challenges of the project

- Finding the perfect tone between funny, mysterious and coherent
- Incorporating narrative-focused tools such as Yarn Spinner and Text Animator
- Creating a 3D focused workflow fitted for the variety of the team (modeling, texturing, rigging, animating)



All That Glitter's core concept: allowing stationnary exploration by making the world come to the player through intriguing objects floating in a river.



Plant Down (2022)

[Google Play Store](#) - [itch.io](#)

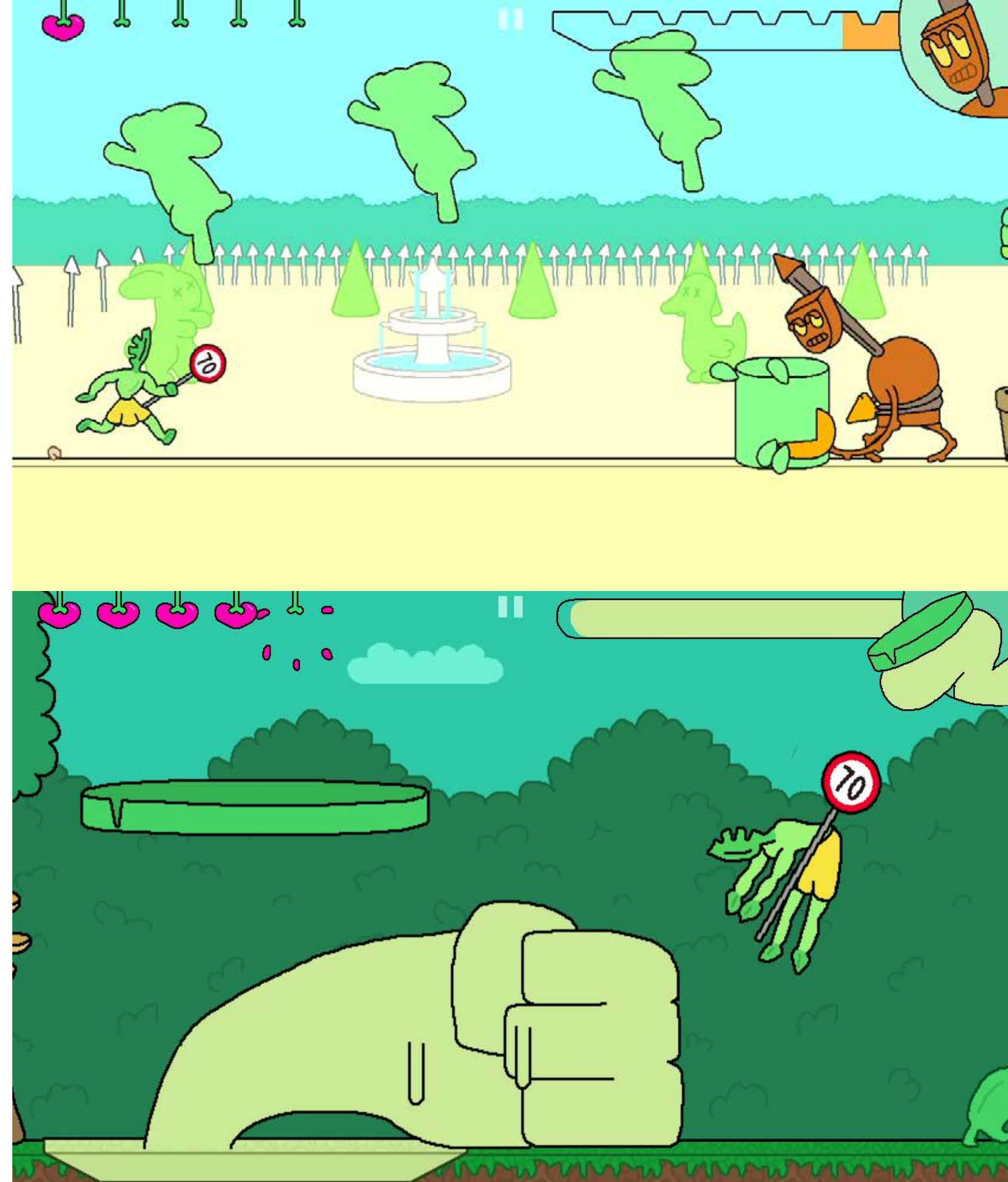
Plant Down is a mobile 2D boss-rush platformer where you play as a plant in its instinctive quest to take down the monarchy.

Challenge of the project

- ‘Tiny design’: making a small game for a small platform (mobile), focusing on quality while working solo.
- Designing and animating 3 bosses with multiple attacks and pattern
- Creating a simple 2D moveset using only two buttons



Straight to the point: Plant Down was the occasion for me to focus on creating something small but unique



Loxodon (2023)

Loxodon is a 3D FPS survival game based on real archeological environmental data. The game aimed to help scientists test their hypotheses about prehistorical human behavior by putting players in a sandbox environment and see how they react and innovate to overcome real survival challenges of the paleolithic era. The prototype, developed during our training at Gobelins' school, was mostly aimed at creating an interactive space where new and unexpected player behavior could happen through emergent gameplay.

Challenges of the project

- Working in quick iterations, bouncing back from development serendipity, test feedback, counselor's guidance and scientists' needs
- Collaborating as a team of 4 with a wide variety of skills



Loxodon benefited from Gobelins' UX lab, allowing us to easily gather player data and feedback

