

# Martin Loiseau

## Mobile Game Developer

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

## Experience

- 2022-2024  
**Unity Developer/Designer (Urssaf)**  
Development of *serious games* in a creative team for the Urssaf network (15 000 employees). Game design, Unity development, prototyping, playtesting.
- 2020-2022  
**Solo Game Developer**  
Development of self-published mobile games: *Mask Up* (Google Play Store, Steam), *Plant Down* (Google Play Store). Publishing and devlogging on [rouli.itch.io](https://rouli.itch.io). Working with musicians, full game development including art assets.
- 2022  
**Java Developer (Sopra Steria)**  
Development of java back-end applications for SNCF (French railway company). Test automation using Postman.
- 2022  
**Design Factory (Gémo)**  
Design and prototyping of a retail interactive solution dedicated to making the shoes buying experience engaging for childrens and parents alike.
- 2021  
**DevOps Developer (Groupement U)**  
Creation of CI/CD pipelines for Informatica with Jenkins.

## Training

- 2022-2023  
**Gobelins, l'école de l'image**  
Specialised Master's Degree Interactive Digital Experiences Designer for video games, culture and communication  
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 engineering degree.  
Software design and development, HMI, web technologies, VR, cryptography, testing, integration and deployment of software, project management...
- 2017  
**Baccalaureate**  
French baccalauréat received with honors.  
Audiovisual/cinema option.

## Contact

martin.loiseau49@gmail.com  
07 82 93 26 50

## Tools

### Softwares

Development: Unity, Godot, Visual Studio, Rider, Monogame  
Visual: Aseprite, Adobe softwares (Illustrator, Photoshop, InDesign)  
Audio: Reaper, Audacity  
Modeling: Blender  
Others: Git, Yarn Spinner, MonoGame, Miro, Figma, Jenkins, Jira, Notion

### Programming

C#	
Java	
Python	
Groovy	
C++	
JS/TS	

## Hobbies

Cooking, swimming, indie & mobile games, ambient music, piano

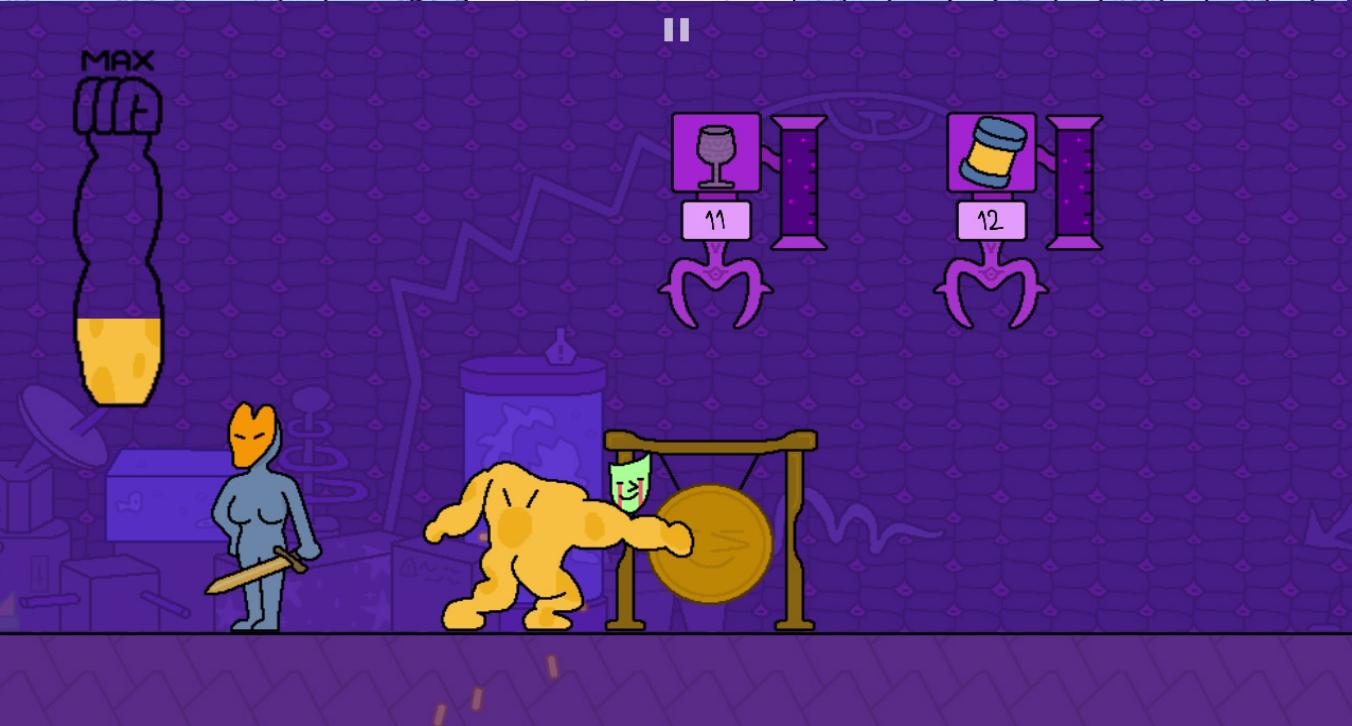
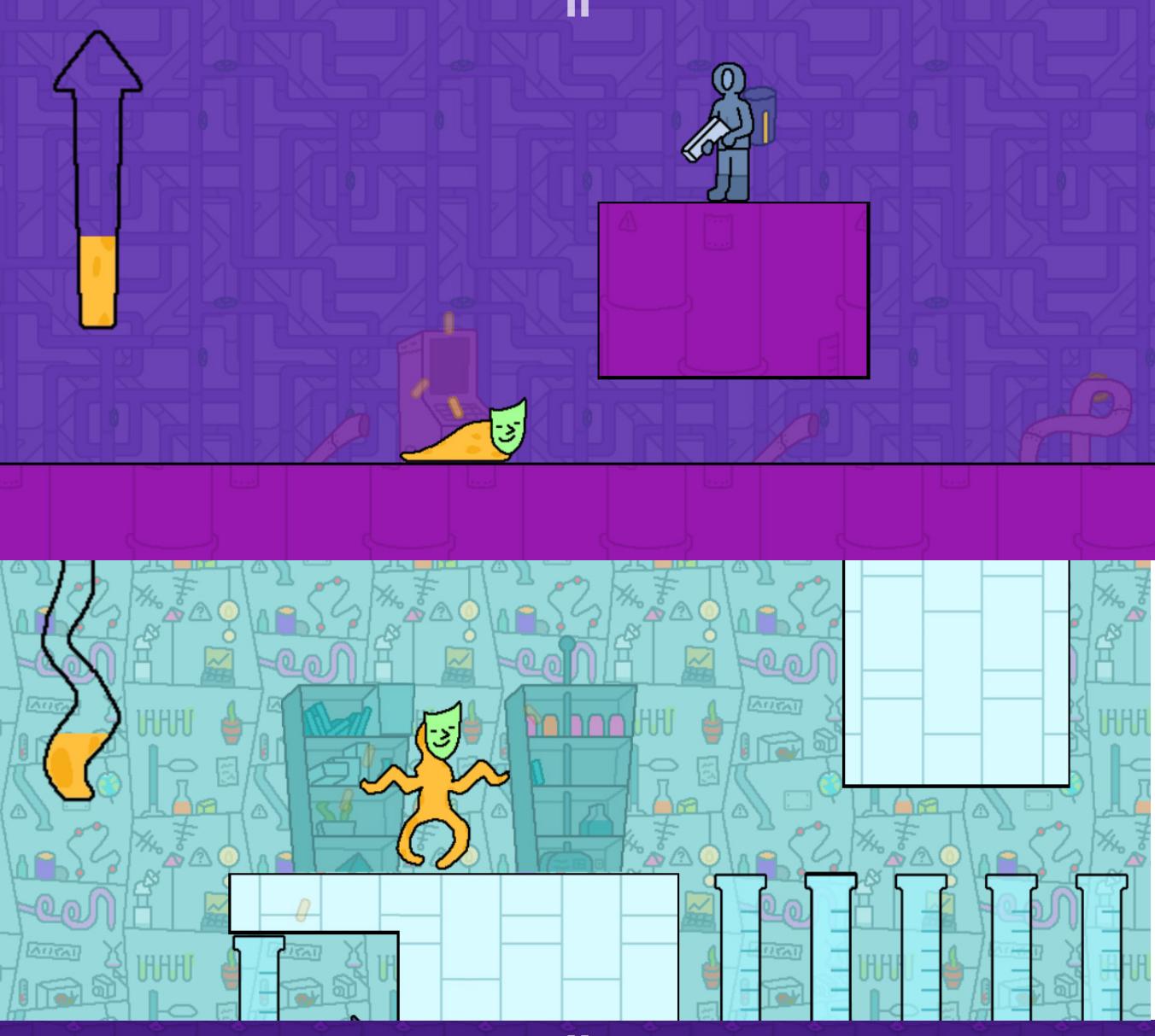
# Mask Up (2019-2020)

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

Mask Up is a solo plateformer mobile roguelike in which you play as a mysterious mask trying to escape an underground facility. The game found its audience with 5.000+ downloads on android and the creation of a wiki by players. It has received several free updates, as well as a pc port on Steam.

## Challenges of the project :

- Creating a complete and interesting mobile moveset with very limited input (2 buttons)
- Steamworks C++ API integration
- Cross-platform code (android & Windows)
- Infinite world generation with no loading
- Supporting 3 languages (french, english, turkish)

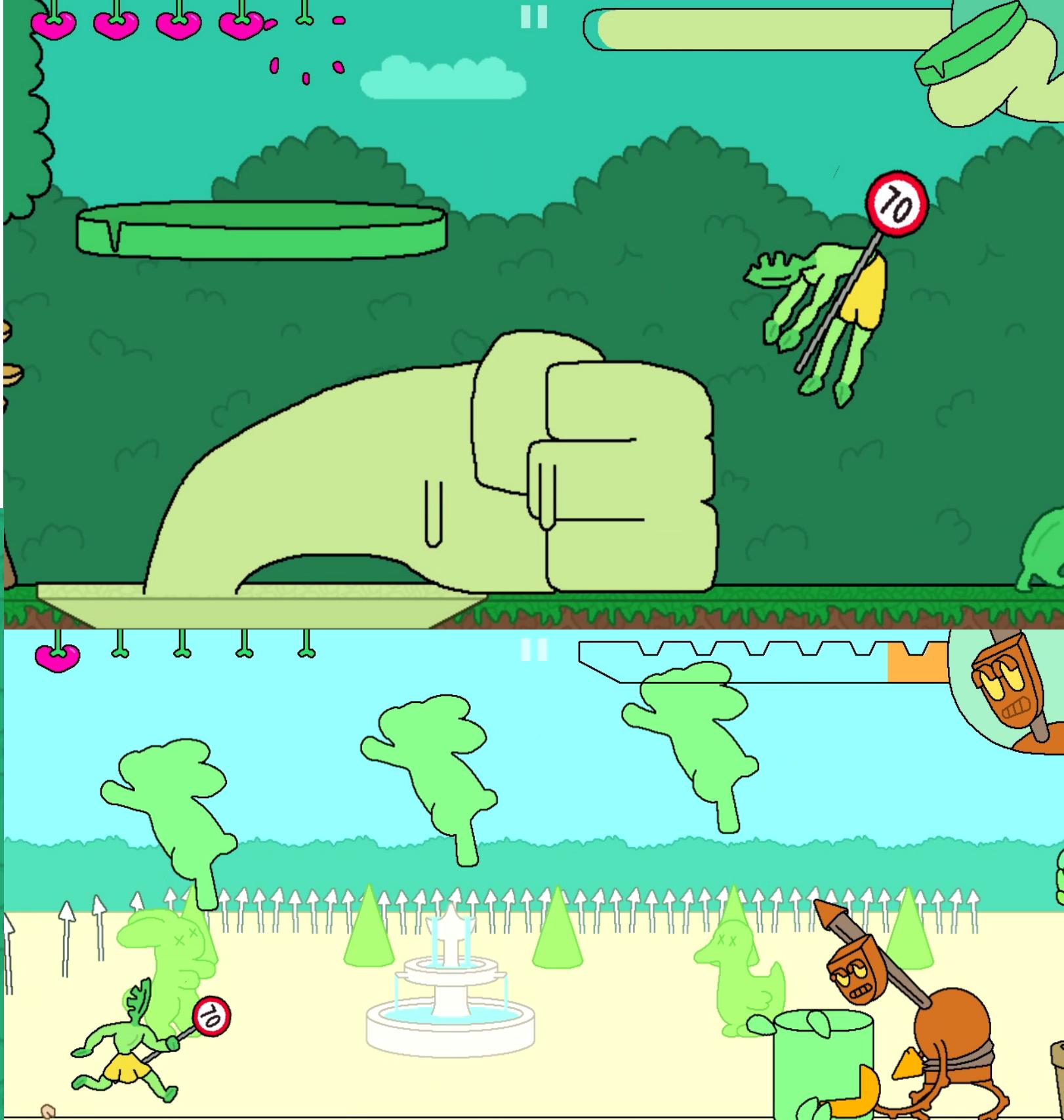


# Plant Down (2022)

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

Plant Down is a prequel to Mask Up, in which the player plays a humanoid plant who must face 3 bosses of increasing difficulty.

**Solo project :** Design, development (C# with Monogame), animation, sound design, boss design. Collaborations with musicians and composition for music.



# All That Glitters (2023)

[prototype on itch.io \(french\)](#)

*All That Glitters* is a narrative game about loneliness, alternative societies and diogenes syndrome. The prototype was made in a team of four on the span of two weeks, including storyboard, pitch and game production plan, during my time at Gobelins' school in the specialised Master's Degree Interactive Digital Experiences Designer for video games, culture and communication

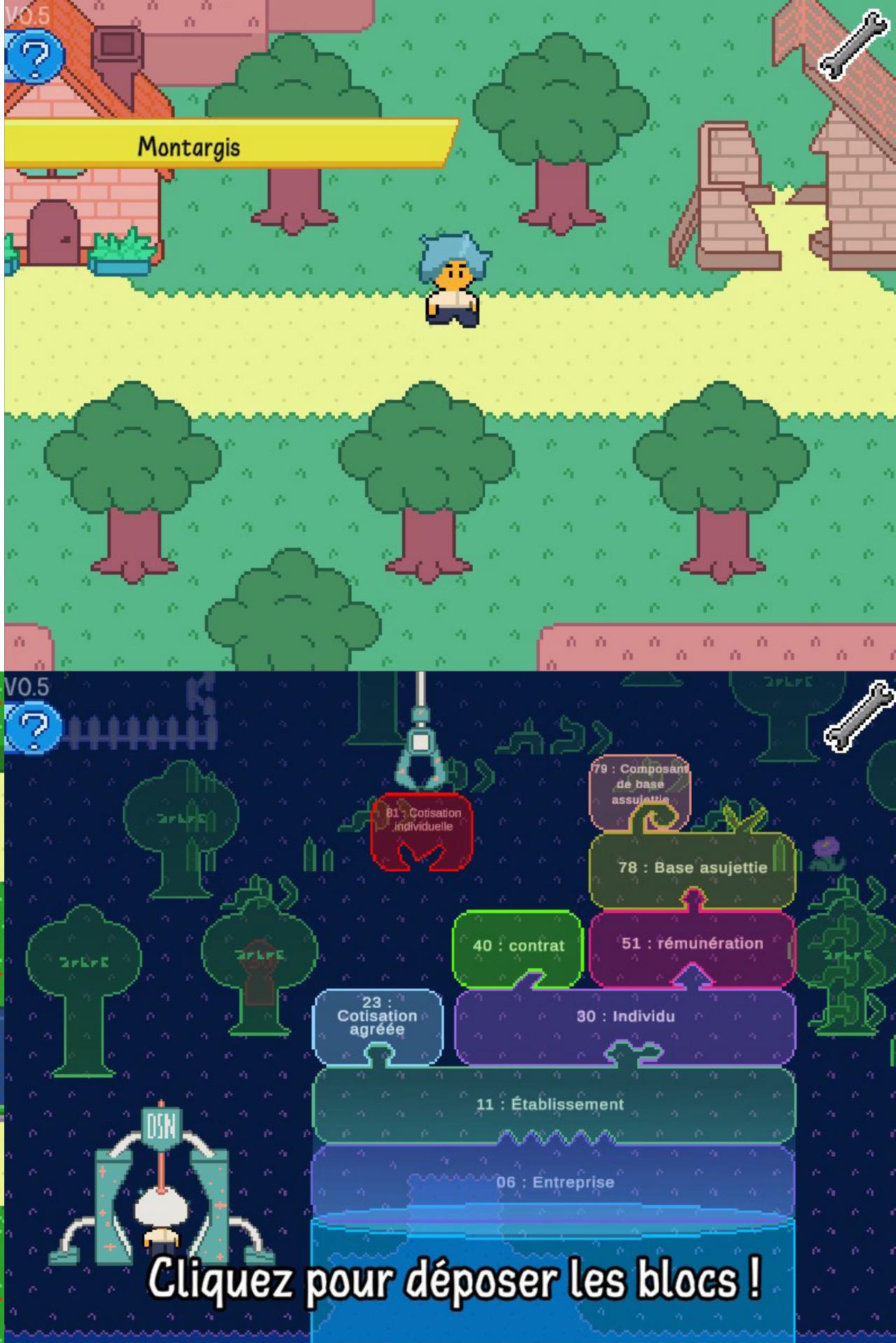
**My roles on the project :** Writing, game design, prototyping (Unity), staging



# DSN : Une Aventure Bloquissime (2023)

« DSN : Une Aventure Bloquissime » is a serious game centered around « DSN » (Déclaration Sociale Nominative). The game was created to acculturate Urssaf employees (15 000+ in France). The main challenge of this project was to find the right balance between fun and learning, through game and narrative design. At Urssaf, the public is mostly non-gamers: the game has gone through many iterations to make sure the experience is fluid and engaging for people who are sometimes reluctant of playing.

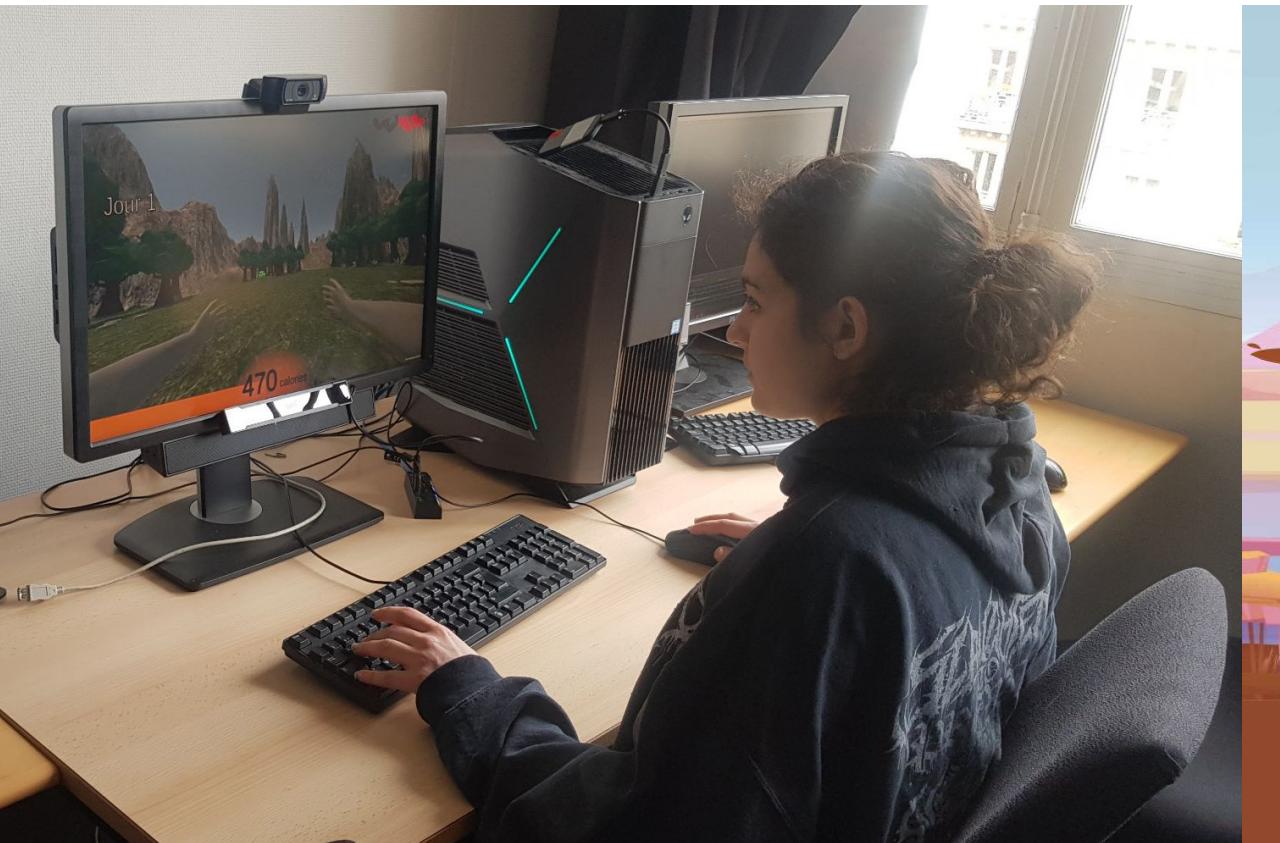
**My roles on the project :** game design, game development (Unity, C#), writing, spritework (50%), UI/UX



# Loxodon (2023)

Loxodon is a real time 3D FPS survival game based on real archeological environments. The game aims to help scientists test their hypothesis about prehistorical human behaviors by putting players in a sandbox world and see how they react and innovate to overcome real survival challenges of the paleolithic era. The prototype was mostly aimed at creating an interactive space where new and unexpected player behavior could happen, creating emergent gameplay.

**My roles on the project :** Unity prototyping, communication, UX, game design



# The Dodo Archipelago (2018-2020)

[itch.io](https://itch.io)

The Dodo Archipelago is an exploration game in which you play as a solitary dodo bird. Developed with a friend, the game was presented at the Indiecade Paris 2019 festival (Show & Tell program).

This project allowed me to gain skills in C# with an open source framework (MonoGame), and to discover animation and spriting, while being sensitive to the visual coherence of the project.

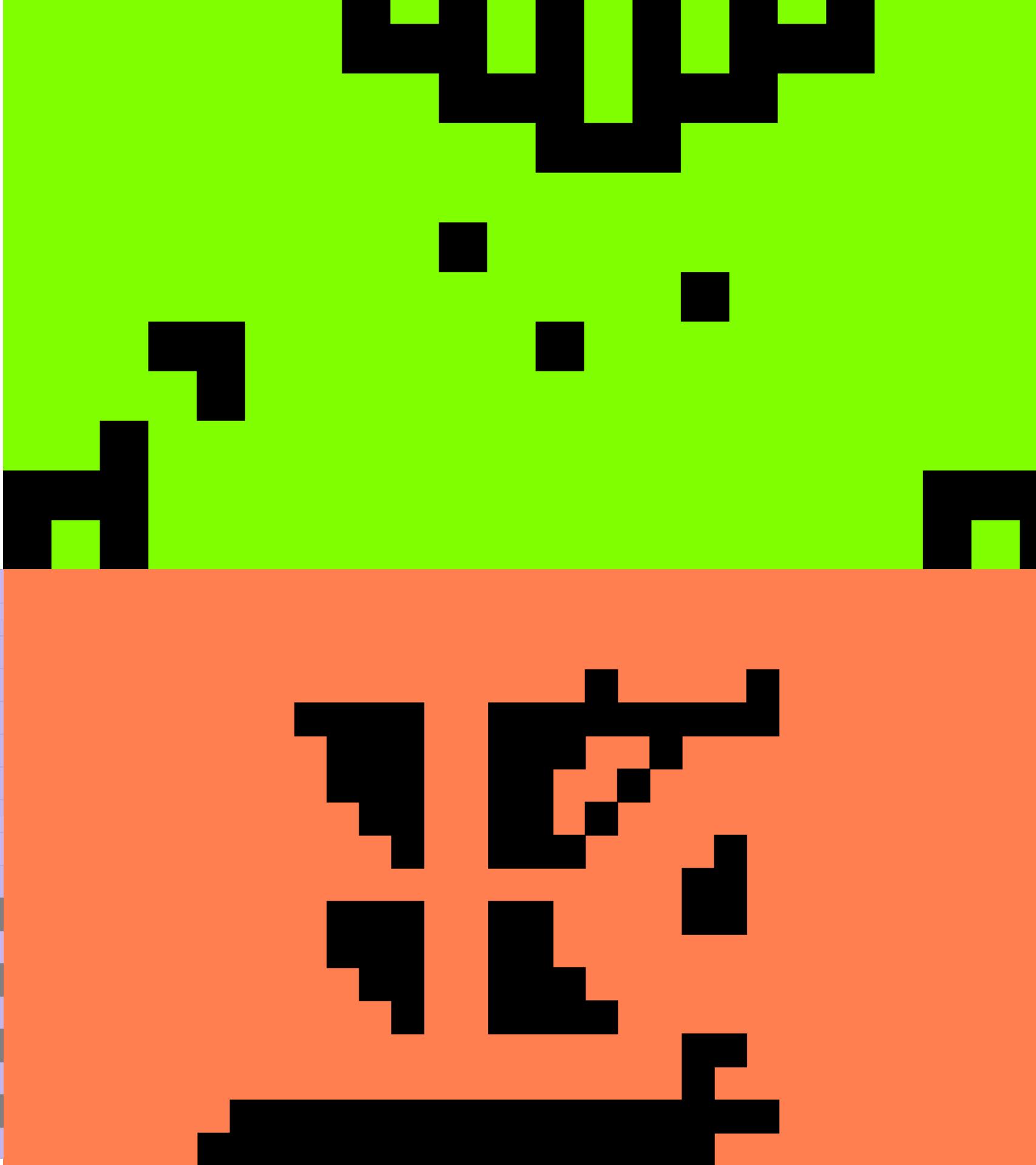
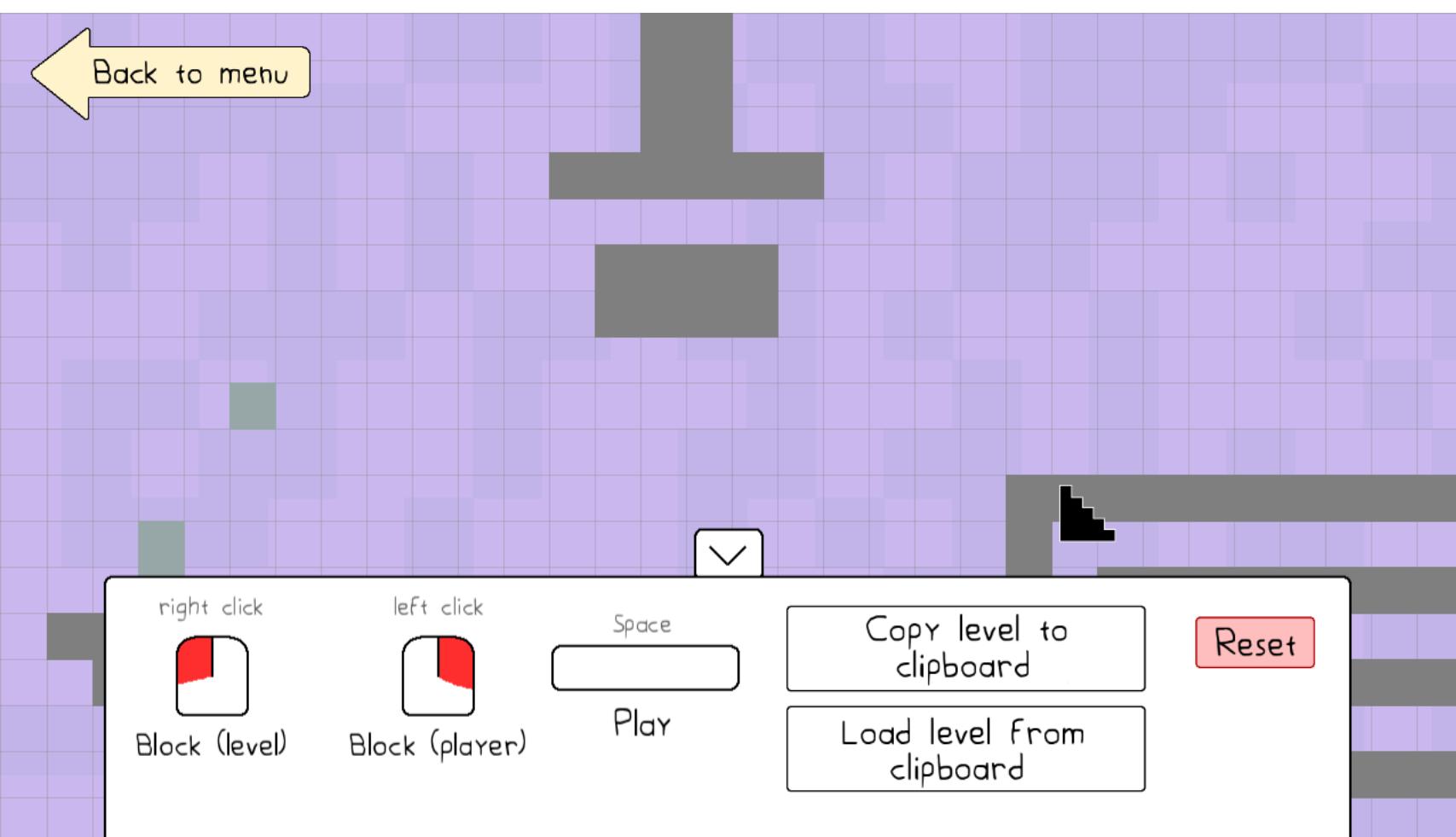


# Shaper Collection (2020)

[itch.io](https://itch.io)

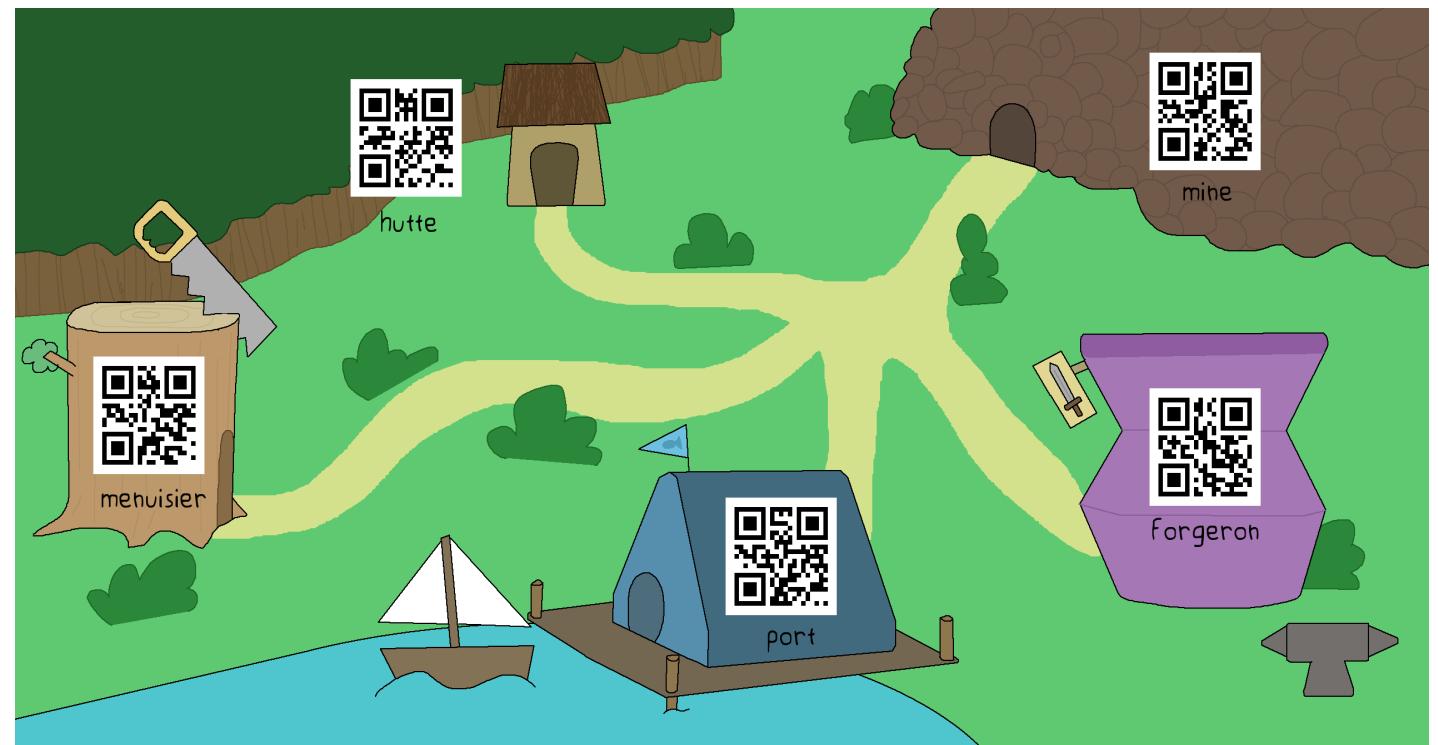
Shaper Collection is a 2D puzzle-platformer with a minimalist style. The game features a level editor, where creations can be shared using a code system. This is initially a port of a Scratch project from 2016 which gathered more than 130,000 views but was made obsolete by an update of the site.

**Solo project :** Design, development, tools, game design, level design, ... Collaboration with a musician.



# QR Quest (2018-2020)

QR Quest is a mobile/physical hybrid fun scenario reader project for children, which is based on QR code, Text-to-speech and voice recognition technologies. It was carried out during an internship at the laboratory of the University of Angers. The project, done in Java for Android, is based on existing tools made available to visually impaired students.



# L'Étrange Noël de la SDAC (2022)

« L'Étrange Noël de la SDAC » is an advent calendar created for December 2022, intended for employees of Urssaf. Each day unlocks a new fun and educational activity, linked by a narrative thread.

