Martin Loiseau

Game Maker

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

Contact

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

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: development with Unity, game design, prototyping, planning & coordinating, 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.

Tools

Software

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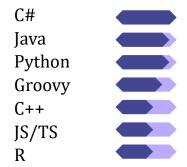Audio: Reaper, Audacity
Modeling: Blender
Others: Git, Yarn Spinner, MonoGame, Miro, Figma, Jenkins, Jira, Notion, FMOD

Programming

C#
Java
Python
Groovy
C++
JS/TS
R

Hobbies

Cooking, swimming, philosophy