

# 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](https://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.  
Professional 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

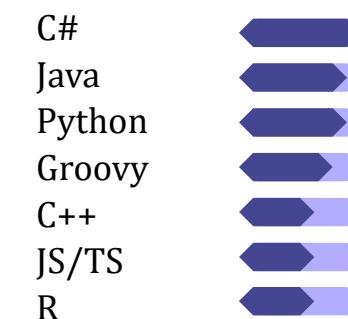
martin.loiseau49@gmail.com

## 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



## Hobbies

Cooking, swimming, philosophy