

Martin Loiseau

Mobile Game Developer

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

Experience

2022-2023

Unity Developer/designer (Urssaf)

Development of *serious games* in a creative team for the Urssaf network (15 000 employees). Unity development, project management, 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. 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 CICD 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

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

Hobbies

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

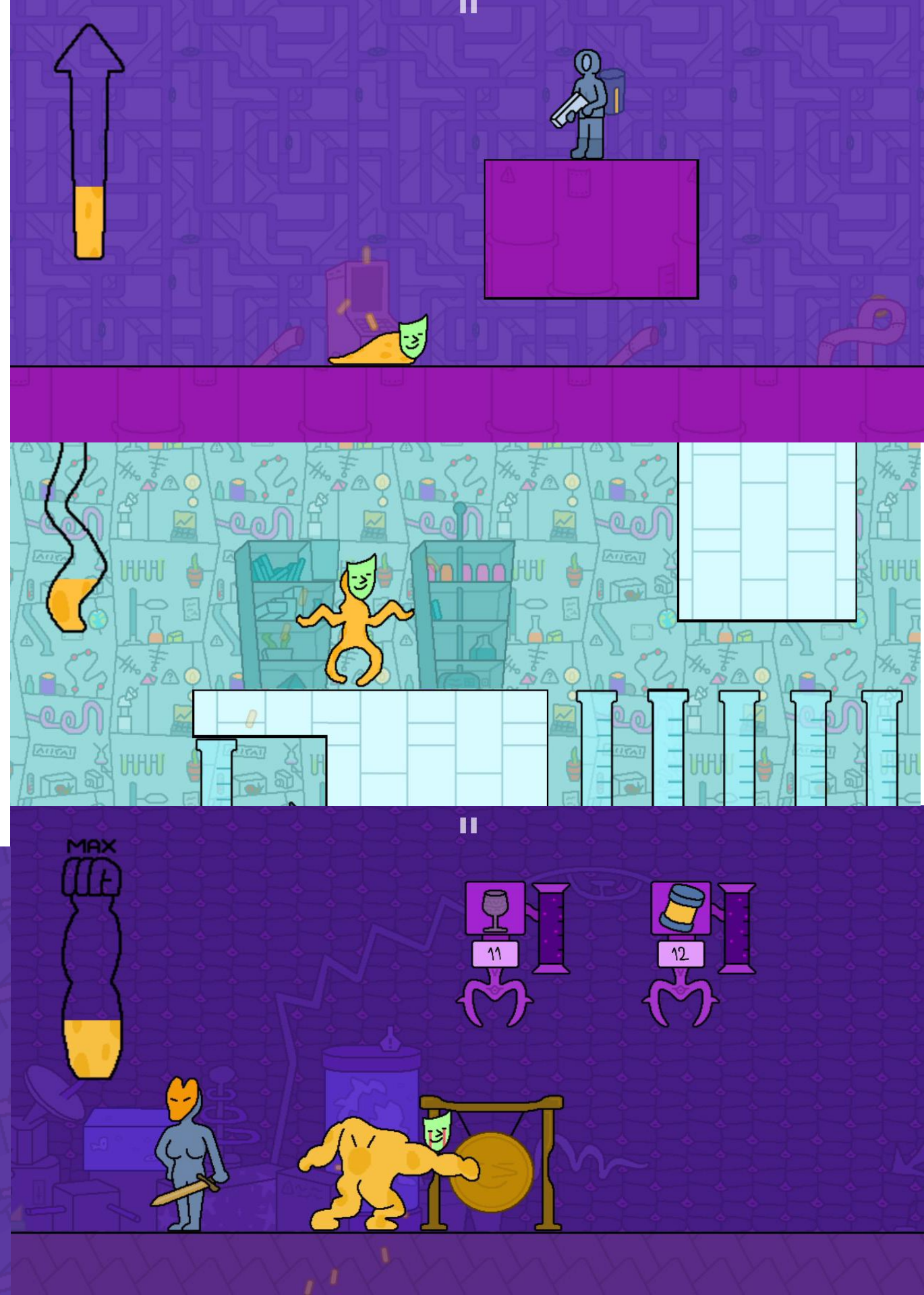
Mask Up (2019-2020)

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

Mask Up is a solo platformer 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)

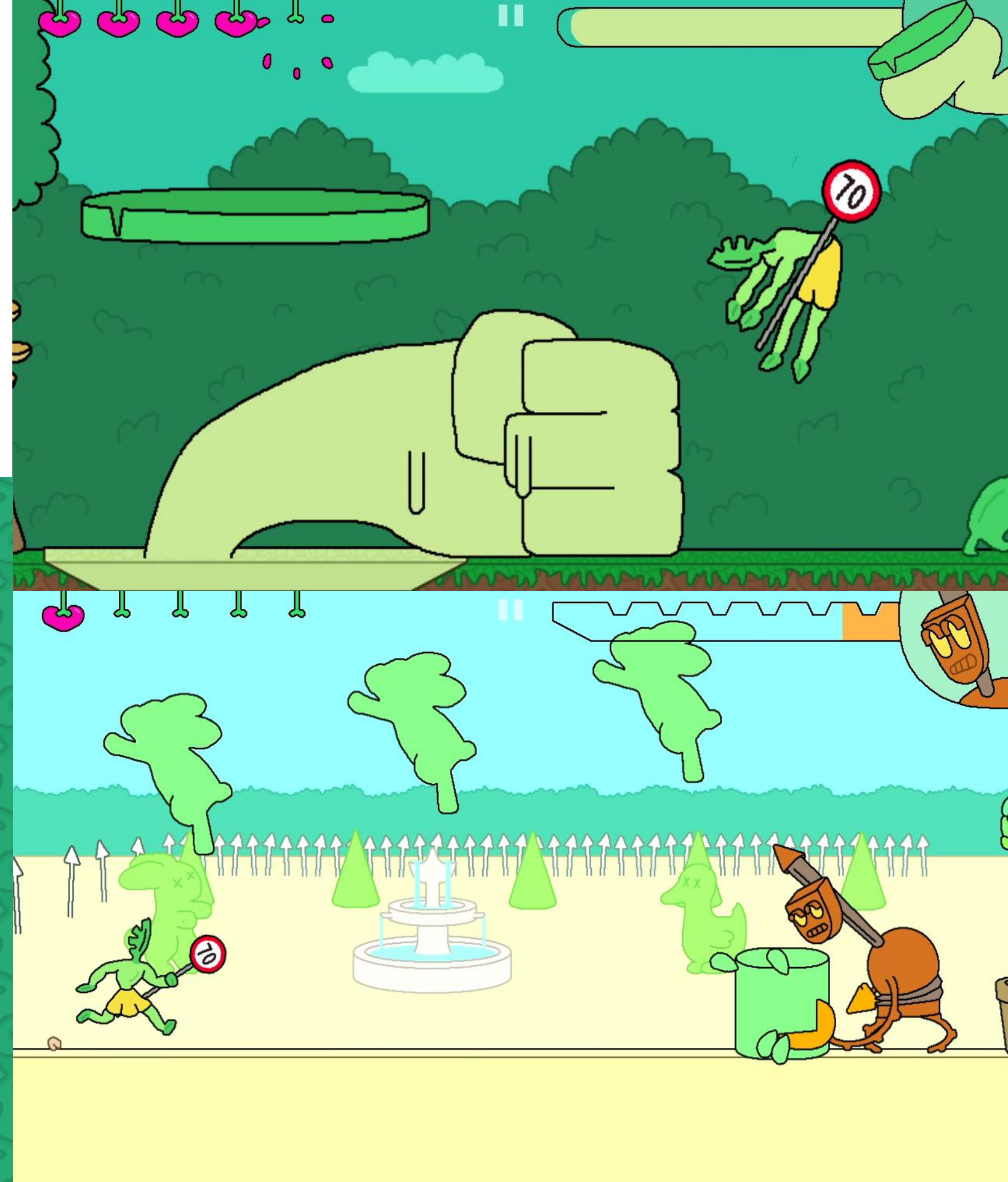


Plant Down (2022)

[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.

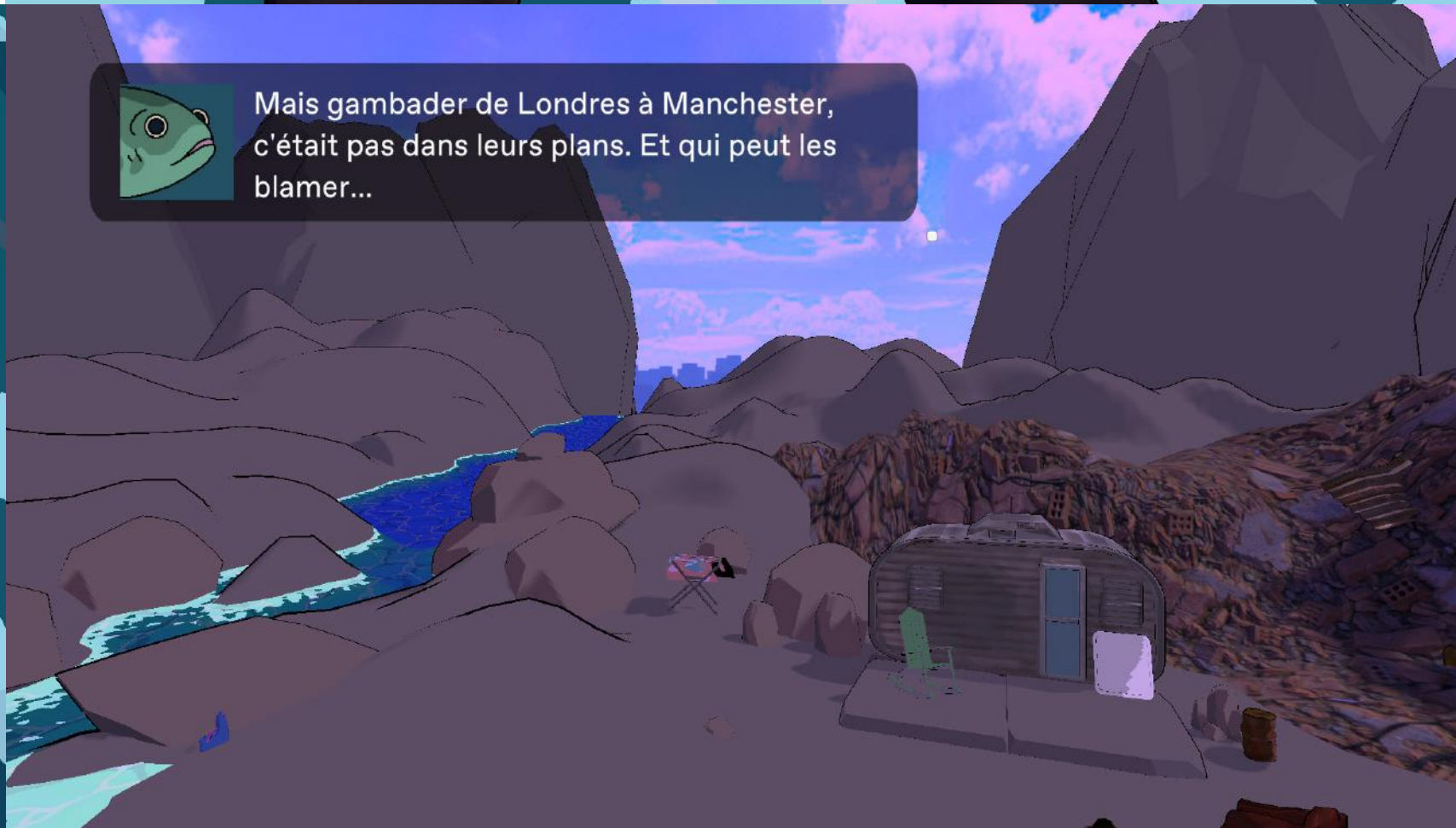


All That Glitters (2023)

[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 storyboarding, 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 on the subject of the « DSN » (Déclaration Sociale Nominative), aimed at Urssaf employees (15 000+ in France). The main challenge of this project was to find the right balance between fun and learning, both in the game design and in the narrative. In Urssaf, the public is mostly non-gamers, so the game has gone through many iterations to make sure the experience was fluid and engaging for people who are sometimes scared of playing.

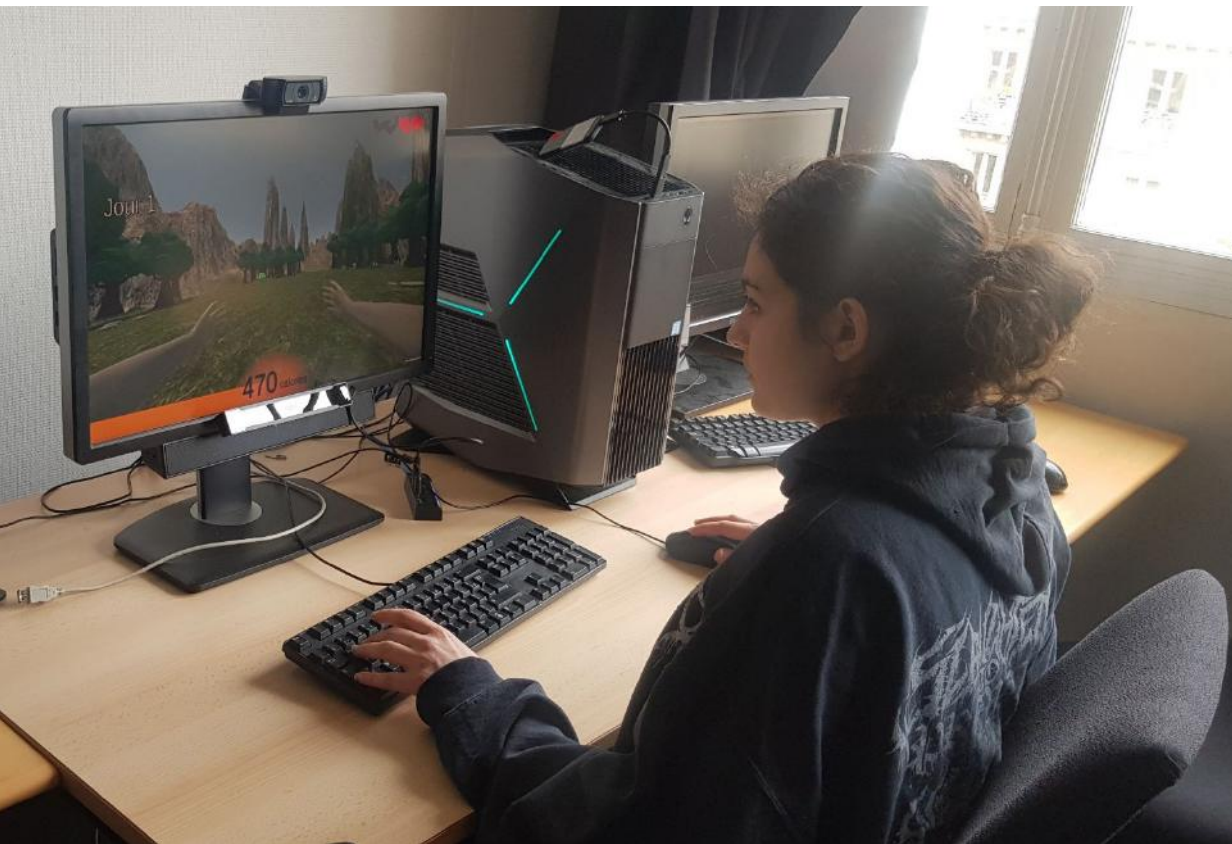
My roles on the project : game design, game development (Unity, C#), writing, spriteswork (50%), UI/UX



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

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.

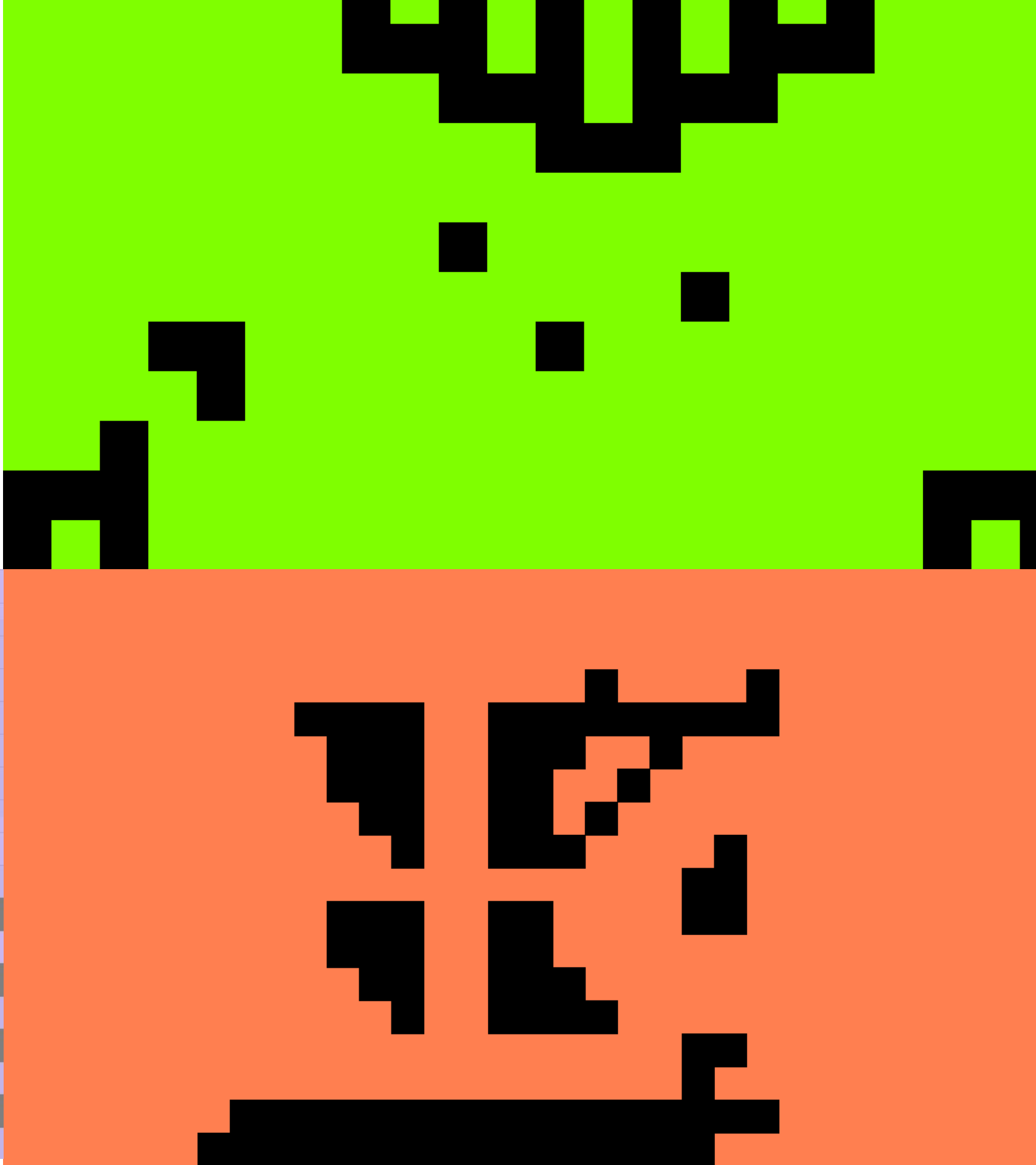
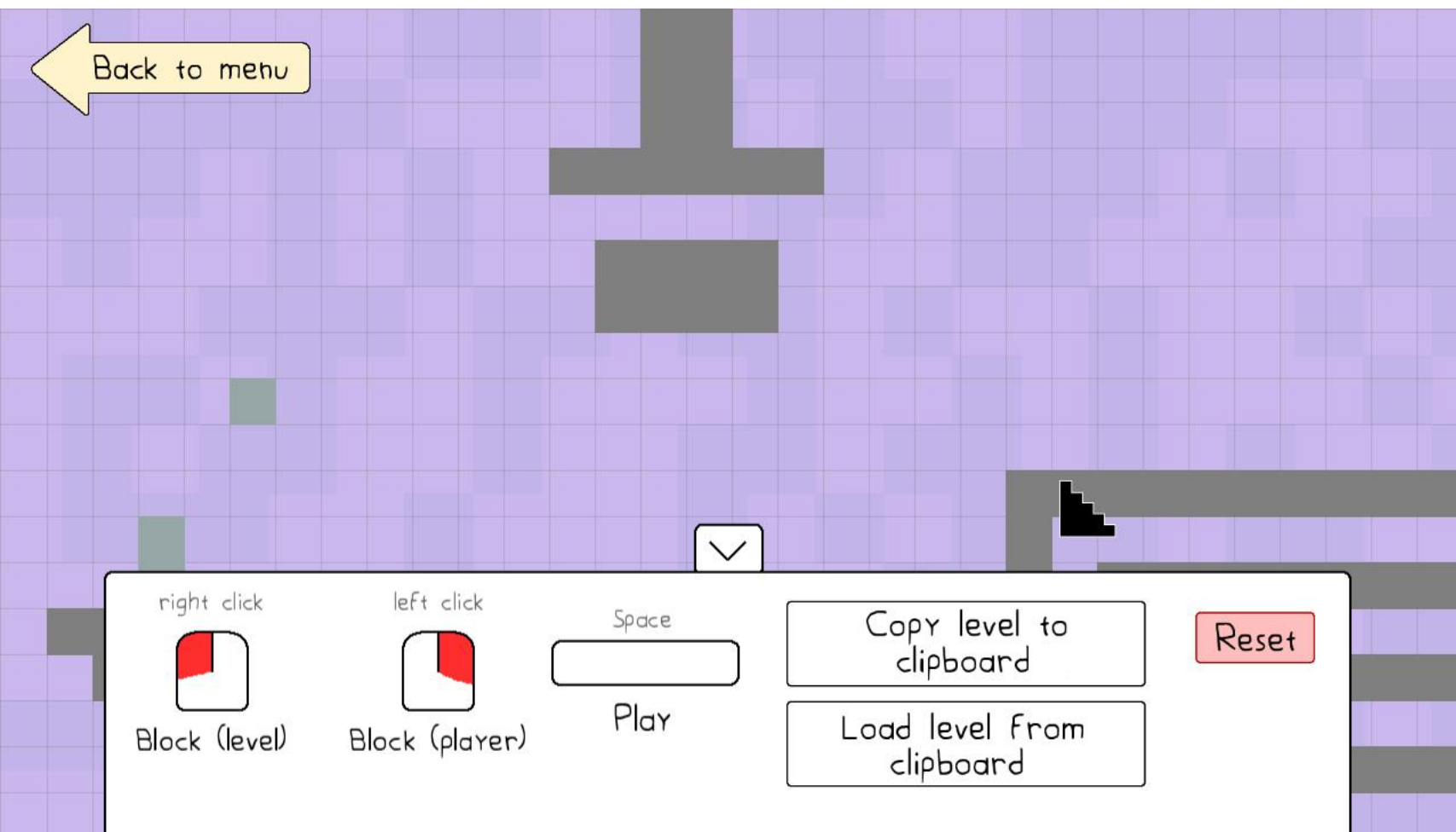


Shaper Collection (2020)

itch.io

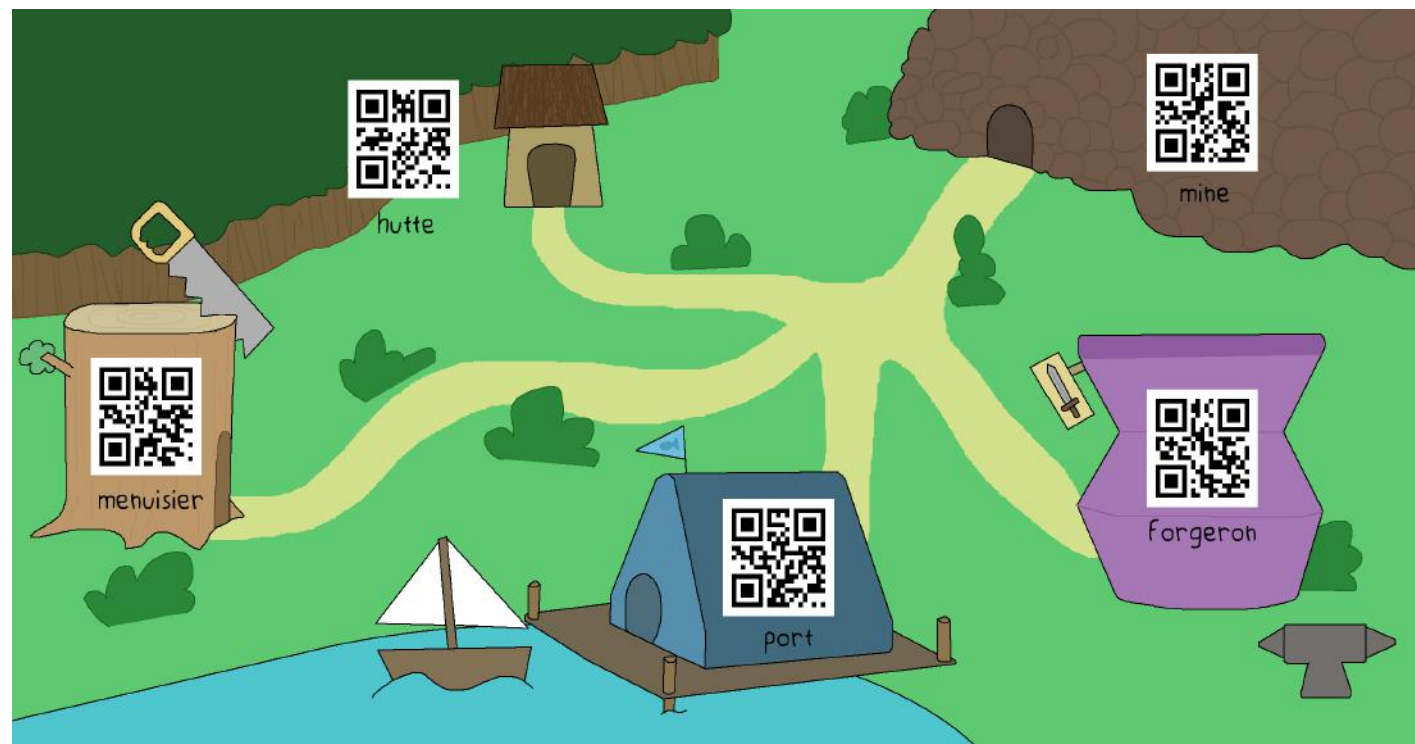
Shaper Collection is a 2D puzzle-platformer with a minimalist style. The game features a level editor, where creations can be shared using a code system. This is initially a port of a Scratch project from 2016 which gathered more than 130,000 views but was made obsolete by an update of the site.

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.

