

# Louis Magron

Game Designer

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## Professional Experience

- 2018** **Honikou Games**  
*Game Design, Development*
- 2017** **Malkyrs Studio**  
*Game Design, UX and Motion Design*
- 2016** **Five-month contract at Midgarr**  
*Asset implementation, Development*
- 2015** **Three-month contract at ACG Aviation**  
*Production of a promotionnal videogame of a real flying car project.*

since 2006

I'm responsible of the visual identity of family-owned company La Marchande de Violettes®



## Skills

Specialised in  
Game Design, Integration

Programming languages  
C++ / C# / Lua / Js

Software  
Shiva 3D / Unity 3D / Unreal Engine  
Adobe Suite / 3ds Max /

Miscellaneous  
Visual Studio / Google  
Trello / Git

Languages  
French (native)  
English (proficient)



## Education

- 2016** Bachelor's Degree in Game Design  
ETPA Toulouse, FRANCE
- 2012** Two-year university degree in Japanese,  
Toulouse II Jean Jaurès - Toulouse, FRANCE
- 2010** Maths and Sciences Bacallaureate - Toulouse, FRANCE

Work  
Communication  
Sharing  
Openness

Highly  
inquisitive

Musical  
interests

Importance  
of detail

Motion  
Design

Maths

Enthusiastic  
about  
interactive  
systems



I am 25 years old, I live in France - 4, chemin des Capelles, Toulouse - FRANCE