

# Louis Magron

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# Game Designer

Looking for job opportunities



## Professional Experience

Current

### Personal works

Various genre gameplay prototyping  
Technical and design watch

2018

### Honikou Games - 2 months

Game Design, Fast development, Planning

2017

### Malkyrs Studio - 10 months

Game Design, Playtests, UX, Motion Design, Planning

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

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 Bacalaureate - Toulouse, FRANCE

Enthusiastic  
about  
interactive  
systems

**Design**  
Communication  
Sharing  
Openness

Highly  
inquisitive

**Music**  
Seek · Make  
Listen

Motion  
Design

Importance  
of detail



I am 26 years old, I live in Toulouse - FRANCE