TECHNICAL GAME DESIGNER
MIYA LOUSTALOT

DETAILS

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📍 Montpellier, FR
Driving license + car

in /in/miya-loustalot

MY WEBSITE
miyaloustalot.fr

EXPERIENCE

"Masquerade" - Lead Game Designer
Group Project - 2024-2025 - 9 Months

> Bridge between Design, Programming & Art
> Technical conception of systems (Camera, Trigger Boxes, etc.) & Blueprint Programming
> Puzzle Design & Prototyping
> Documentation Maintenance

"Squeaky Clean" - Game Designer
Group Project - Global Game Jam 2025

> Designing a short and fun experience
> Blueprint programming in Unreal
> Working as a team in a limited timespan

"Bas Haut Bab" - Game Designer
Group Project - 2023 - 1 Month
In partnership with the city of Montpellier
for the Cœur de Ville en Lumière festival

Designing for a casual audience <
Designing with constraints and a brief <
Prototyping & Blueprint Programming <

And 10+ other Game Projects

Town Hall Receptionist
Combaillaux - 2021-2024 - 1 month each year

Reception in-person or over the phone <
Management of the public email inbox <

SKILLS

> Technical Unreal Engine 5 knowledge
> Game Design
> Unreal Engine 5 Programming (incl. Blueprints, learning C++)
> Accessibility & UX Design
> Artistic Sensibility
> Level Design

Communication & Collaboration <
Observation & Constructive Feedback <
Curiosity & Fast Learning <
Teaching Abilities <

French - Native // English - Advanced

SOFTWARE

PERFORCE

HOBBIES

> Tabletop RPGs
> Music Composition
> Drawing
> Science

EDUCATION

Master in Game Design
ArtFX - 2020-2025

> Applied Game Design
> In-Depth Unreal Engine 5
> Teamwork & Collaboration

High School Degree (Scientific)
Lycée Jean Jaurès - 2017-2020
Highest Honours <