

Margaux Macoin

Game Designer

Looking for a challenging job as a game designer in the UK, in a progressive studio with ambitious projects. Willing to use and expand my technical and creative skills to contribute to the craft of awesome gameplay and create great gaming experiences.

 www.mgxgamedesigner.com  contact@mgxgamedesigner.com  +33625488083  Harlow, UK

Main Abilities



Main Softwares



Professional Experience

- 2022 • 2024 GAME DESIGNER • Playground Games**
Video Game Studio • UK • Leamington Spa • Full Time
Documentation • Problem Solving • Game Design • Content Design
System Design • Research • Feedback • Tuning • Bug Fixing • Scripting
Feature Ownership:
*Concept • Design • Detailed Documentation • Communication
Task Breakdown • Tracking • Implementation • Test • Bug Fixing...*
- 2021 • 2022 GAME DESIGNER • Ubisoft Ivory Tower**
Video Game Studio • France • Lyon • Full Time
Documentation • Problem Solving • Game Design • System Design
Feature Ownership • User Experience • Cross-Play Design...
- 2019 • 2020 GAME DESIGNER & PROGRAMMER • Ingame Design**
Escape Game Specialists • France • Paris • Apprenticeship
Design • Documentation • Concept • Gamification • Communication
Solo Dedicated Software Programming Unity • Balancing • Bug Fixing

Main Projects



FORZA HORIZON 5 • RALLY DLC
PLAYGROUND GAMES



THE CREW MOTORFEST
UBISOFT IVORY TOWER



RAF & LEMY • END OF STUDY PROJECT
ISART DIGITAL

Education

- 2016 • 2020 MASTER'S DEGREE • Lead Game Designer**
ISART DIGITAL • France • Paris
A project-oriented pedagogy and work-study program.
- 2012 • 2015 ASSOCIATE DEGREE • Computer Science**
Cergy-Pontoise University • France • Cergy Pontoise
Programming: C • C++ • HTML • CSS • JAVASCRIPT

Personality

Creative
Proactive
Resourceful

Curious
Fast Learner
Nice



Fitness



Raspberry Pi



TV Shows



Native



Fluent

Interest

Languages