



LOUIS MARTIN

DESIGN GENERALIST & GAME DEVELOPMENT

Passionate in Video Editing and Game Creation. Always looking forward to improving my skill and learning new things to help me do better at what I do.

Education

Sampoerna University (Visual Communication Design) 2019- 2024
Bachelor's Degree

Singapore International School, Pantai Indah Kapuk (IGCSE O-Levels) 2007 - 2017
Distinction (1A*, 5A, 1B)

Experience

Klinik S'S (IT and Design Department)

Jul 2024 - Current

- Create and overlook the design of banners and promotional material for the clinic.
- Design logos used by the clinic.
- Manage the IT systems of the clinic, and make sure the system and usage is streamlined

PT. Laju Makmur Jaya (Graphic Design Intern)

Jun - Oct 2023

Graphic Design (Banner Design) & Video Editing (Compilation of videos from held event)

Organisational Experience

SU Awarding Event (Volunteer)

April 2022

Video Editor for the event, creating the logo intro and reveal video for the winners of the event

SU Summer Bootcamp Event (Volunteer)

Feb 2022

Student Helper and Video Editor of the Sampoerna University Summer VCD bootcamp event

Projects

Ciliwung River Clean Up VR (Final Project)

Aug 2023 - May 2024

Designed a VR game / experience using Unity to raise awareness for river pollution in the Ciliwung river. Showcased in the Bertasmasya VCD FYP exhibition and enjoyed by over 100 visitors of the exhibition.

Ciliwung River Clean Up (Personal Project)

Nov 2024 - Current

Reworking the game with improved gameplay from feedback received during the showcase. Worked on during my spare time.

Skills



Compositing, Color grading 90%



Logo Creation, Vector Illustration 85%



Motion Graphics, 2D VFX 80%



Game Creation 80%



3D modeling, 3D VFX 60%



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Languages

Indonesian (First Language)

English (Second Language)

Chinese (HSK 4)

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