

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)

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

Jun - Oct 2023

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)

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

Feb 2022

Pluit, Jakarta Utara

Game Creation

3D modeling, 3D VFX

Compositing, Color grading

Motion Graphics, 2D VFX

Logo Creation, Vector Illustration





Projects

Button Game (placeholder) (Personal Project) Apr 2025 - Current

Developing a personal game. Featuring simple interactive buttons. Currently still on the planning/prototyping phase. Progress can be found on my website or itch.io account (link is in website).

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.

Languages

Skills

Indonesian -(First Language) English (Second Language) Chinese -(HSK 4)

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