



Louis Giraud

GAME DIRECTOR / SENIOR GAME DESIGNER

→ TARGET: PC / CONSOLE · GAME DIRECTION · SENIOR GAME DESIGN

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Ten years running the operation as Founder & CEO of mobile studio 8SEC, from first prototype to a 30-person team across two offices, 100+ games shipped, and €5M raised personally. Now moving from mobile into PC/Console, targeting Game Director and Senior Game Designer roles where studio-building instinct meets hands-on design and direction.

10 YEARS AS FOUNDER / CEO	100+ GAMES SHIPPED	2→30 TEAM SCALED	€5M CAPITAL RAISED	50M+ PLAYERS REACHED
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FILE / 001 - EXPERIENCE

8SEC - Founder & CEO

2015 - 2025 · 10 YEARS

Built and ran a mobile game studio from a two-person prototype team to a 30-person organization across two offices, shipping 100+ titles.

- ▶ Raised ~€5M in funding: two €1.5M equity rounds plus BPI France debt financing, personally leading every pitch and investor relationship.
- ▶ Owned company-wide game direction and design across the catalog, from core loop to live economy to positioning.
- ▶ Scaled hiring, org design, and studio culture from 2 to 30 people across two offices; ran marketing in-house for a stretch of that growth.
- ▶ Bridged design intent and engineering reality on technical direction: scoping, tooling, and feasibility calls across the roadmap.

FILE / 002 - FEATURED PROJECTS

Trivia.io2020 Flagship title that broke out across Tier 1 markets, becoming one of the studio's biggest successes. 25MDOWNLOADS \$5M+REVENUE GENERATED	Hero Squad2021 One of 8SEC's highest-grossing titles, sustained across a large, engaged install base. 12MDOWNLOADS \$10MREVENUE GENERATED
Exfil2023 A casualization of the extraction shooter genre (think Escape From Tarkov) for mobile: real-time multiplayer twin-stick extraction gameplay paired with sharp monetization design. Twin-StickREAL-TIME MULTIPLAYER ExtractionGENRE CASUALIZED FOR MOBILE	

FILE / 003 - CORE SPECIALIZATIONS

Game Design

Systems, progression, and player psychology across 100+ shipped titles: core loop to live economy.

Game Direction

Owning creative vision end to end: turning a pitch into a shipped, positioned, supported product.

Technical Direction

Bridging design intent and engineering reality: scoping, tooling, and feasibility calls.

Founder / Team Leadership

Built and led a 30-person studio across two offices, from hiring plan to day-to-day culture.

FILE / 004 - TOOLS & SKILLS

TECH

UNITY ENGINE

C#

C++/C

GIT

DESIGN

NOTION

FIGMA

MILANOTE

ART

BLENDER

PHOTOSHOP

SOUNDLY

ANALYTICS

FIREBASE

GAME ANALYTICS

SENSOR TOWER

LANGUAGES

FRENCH, NATIVE

ENGLISH, FLUENT