PERSONAL DETAILS

- 5th December, 1997

- 8 rue Suzanne
  91560 CROSNE

- ludovic.moge@gmail.com

- 06.33.07.09.23

- Driving licence

SKILLS

- Game Design
- Level Design
- Programming
  - C#
  - ShaderLab
- Graphic Design
- Sound Design
- Project Management

SOFTWARES

- Office / Google suite
- Excel
- Unity
- SourceTree / Github
- Adobe Suite
  - Photoshop
  - Illustrator
  - InDesign
- 3DS Max
- Unreal Engine

LANGUAGES

- French (native language)
- Fluent English (TOEIC - 945 points)
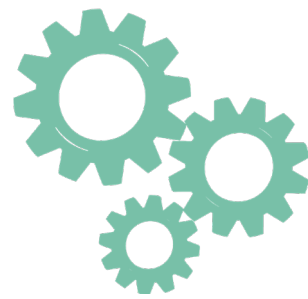
HOBBIES

- Photography
- Tabletop role-play
- Music (bass player)
- Reading (Game Studies, SF, History)

Ludovic Moge
Game Designer

Portfolio : http://www.ludovicmoge.com
LinkedIn : https://www.linkedin.com/in/ludovic-moge-854aa1119/

Expériences

- **Internship at Ubisoft Paris Mobile as an Assistant Game Designer**

  October 2018 to july 2019, internship conducted in parallel with the courses
  Game designer on an **unannounced mobile project**. **Detailed Benchmark of the competition**. **Feature design/retake**. Following the **feature integration** with the development team. **Content design**. **Balancing**. **UI design following a UI bible.** Realisation of **Creative Briefs** addressed to the Creative Director.

- **Internship at Darjeeling as a Game Designer and Unity Integrator**

  October 2017 to June 2018, internship conducted in parallel with the courses
  Use of **proprietary tools** for the integration of assets and gameplay elements on the **mobile game Homo Machina**. Preproduction of a yet unannounced **mobile** game project - **Research** of references, design and analysis of the **Core Gameplay**, UI design, producing a pitch to an **editor**.

- **Flux - Annual Project ICAN**

  Scolar year 2017 - 2018
  One player sandbox game for PC. Designed with **bottom-up** techniques. Project Manager, **Game Designer** and Programmer. Using **agile** management methods. Taking part of the student **Hits Play Time** contest**.**

- **Internship at the École Normale Supérieure as a Game Designer**

  November 2016 to March 2017, internship conducted in parallel with the courses
  R&D laboratory. Designing and prototyping of game based on **EEG** technology. **Game Design**, Programmation, Design Graphiqu

- **Game Jams (Global Game Jam, Ludum Dare, Jeux Debout)**

  2016 - 2019, seven game jams
  Main Game Designer on every projects, active participation to the **coding**, **sound** and **graphic** design on most of the projects.

Diplômes

- **Game Design Master at ICAN**

  In progress, end of scholarship in 2020
  Work/study training program (**Ubisoft** Paris Mobile)

- **Game design bachelor at ICAN**

  Obtention in 2018
  Valedictorian 2017