

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

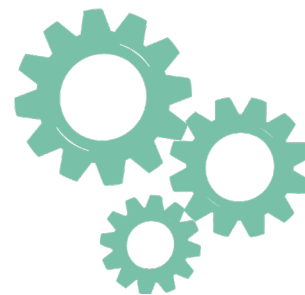
- Photography
- Tabletop role-play
- Music (bass player)
- Reading (Game Studies, SF, History)

Ludovic Moge

Game Designer

Portfolio : <http://www.ludovicmoge.com>

LinkedIn: <https://www.linkedin.com/in/ludovic-moge-854aa1119/>



Experiences

• 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 Graphique

• Game Jams (Global Game Jam, Ludum Dare, Jeux Debout)

2016 - 2018, six game jams

Main Game Designer on every projects, active participation to the **coding**, **sound** and **graphic** design on most of the projects.

• Instant - Semestrial project ICAN

January 2017 to May 2017

First person demolition game. **Game Designer**, **Developper** and project manager. Use of **bottom-up** analysis and design methods. Shader development for the visual aspect of the project.

• B.O.B - Semestrial project ICAN

January 2016 to May 2016

Two player fighting game. Lead **Game Designer**, programmer and additional graphic designer. **Balance** of the fighting system and playtest organization.

Education

• Game design bachelor at ICAN

Obtention in 2018
Valedictorian 2017

• Scientific Baccalaureate

Obtention in 2015
Passed with great credit.
Computer Option