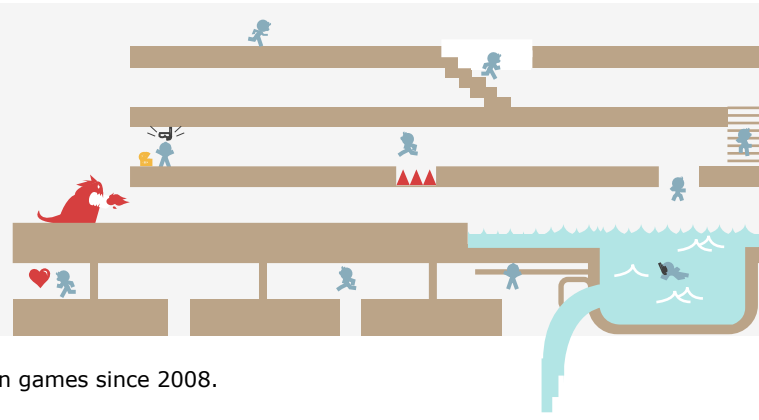


Ludovic Servat

Game / Level Designer

🌐 www.game-designer.fr

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I am the independent game maker behind Visumeca Games. Working on games since 2008.

Objective

Create strong contexts and gameplay experiences that guide, narrate, mark and surprise.

Skills

Having created games by myself, I have a good understanding of every task required by a team to make and release a game. I have also collaborated with small teams and today, I want to use my experience to focus on game/level design to produce high-quality content.

Game Design

- Game system design, implementation, playtesting, balancing

Level Design

- Blockout, threat encounter design, pacing, guiding flow

Programming

- C#, scripting events

Art

- 2D, texturing, pixel art, cartoon

Engine

- Unity (ProBuilder)

Software

- Adobe Photoshop, Adobe Illustrator, Audacity, Visual Studio

Professional Experience

Independent Developer

Visumeca Games (2018 - 2020)

- **Volt Patrol** (PC) https://store.steampowered.com/app/1109300/Volt_Patrol__Stealth_Driving/
Developed and released by myself (except the music)
Initially a gamejam project turned into a full game, mixes stealth and driving, with an affordance for smooth infiltration

Game & Level Design Consultant

Soulgame Studio (2019 - 2020)

Game and Level Design consulting for an unannounced shoot'em up to help define flow and player's progression through backtracking in an interconnected open world

Independent Developer

Visumeca Games (2015 - 2017)

- **Pharmakon** (PC) https://store.steampowered.com/app/654660/Pharmakon__Tactical_Puzzle/
Developed and released by myself (except the music)
Tactical puzzle game with procedurally generated challenges

Level Designer & 2D Pixel Artist

4Edges (2014)

- **Lavapools** (PC) https://store.steampowered.com/app/401510/Lavapools__Arcade_Frenzy/
Created level designs for navigable tight spaces amidst evolving threats
Created all the pixel art

Background Artist

Cornelis (2013)

- **Doogie : Relie les animaux** (Ipad, Iphone)
Created all the background arts

2D Pixel Artist

Pete's Wicked Games (2011)

- **Stellar Prospector** (Web)
Created pixel art portraits

Personal Experience

Developed by myself

- **Discord Treasure** (Discord) - bot game about searching for treasures

Game / Level Designer & 2D Artist

- **WonderJunk** (PC) - shoot'em up about fighting a Minitel <https://visumeca.itch.io/wonderjunk>
- **Super Impact** (PC) - duel game about taking out a rival <https://visumeca.itch.io/super-impact>
- **Shokokut** (Web) - game about a samurai taking care of a bonzai to grow fruits
- **Loupe** (PC) - detective game <https://www.indiedb.com/games/loupe>

Also worked on 9 gamejam projects as developer, game designer, level designer and artist.