

Ludovic Servat

Game Developer

servatludovic@gmail.com

Summary

Indie game developer behind Visumeca Games. I am working on games since 2008.

<http://visumeca.com/>

Skills : Game Design, Level Design, Concept Art, Pixel Art, Programming.

Tools : Visual Studio, Unity3D, Monogame, Photoshop, Illustrator, Spriter Pro.

Contact : contact@visumeca.com (Looking for work opportunity)

Experience

Game Developer

novembre 2016 - janvier 2017 (3 mois)

Game design and code of the discord game DiscordTreasures.

Server : <https://discord.gg/rKBQQn>

Game Developer

2015 - 2017 (3 ans)

Game Design, Level Design, Story, Art, Code, Marketing of the game Pharmakon.

Available on Steam : <http://store.steampowered.com/app/654660/Pharmakon/>

Level Designer - Concept Artist - Pixel Artist

2014 - 2014 (1 an)

Level Design, concept art, pixel art.

Available on Steam : <http://store.steampowered.com/app/401510/Lavapools/>

Background Artist.

février 2013 - mars 2013 (2 mois)

Background art on Doogie.

<https://www.microsoft.com/fr-fr/store/p/doogie-relie-les-animaux/9nblgggzjnxp?rtc=1>

Game Designer - Game Artist

mars 2012 - 2012 (10 mois)

Game Design, level Design, game art on the game Super Impact

Game Designer - Game Artist

2011 - 2012 (2 ans)

Management, scheduling, communication, benchmarking, game design and art design on the casual arcade game Shokokut.

www.shokokut.com

Game/Level designer - Game Artist

novembre 2011 - décembre 2011 (2 mois)

Game design, level design and game art of the game Loupe.

Game Artist

septembre 2011 - novembre 2011 (3 mois)

Additional game artist on Pioneerz 2.

<http://www.indiedb.com/games/pioneerz-2>

Game Artist

juillet 2010 - septembre 2011 (1 an 3 mois)

Concept Art, Character Design, User Interface on Hooks Bomb Party.

<http://bombparty.free.fr>

Pixel Artist

février 2011 - février 2011 (1 mois)

Game Art : Pixel art for avatars in a space game named Stellar Prospector.

(freelance)

Art Director

novembre 2008 - novembre 2010 (2 ans 1 mois)

Game art : concept arts, characters designs, levels designs, illustrations, GUI designs.

Character Artist

mars 2010 - mai 2010 (3 mois)

Illustrator for the Facebook game : Vieille Poche.

Illustrator

mars 2010 - mars 2010 (1 mois)

Board and card Illustrations for a board game project created by fans of role playing game.

Education

Greta

Nouvelles Technologies Graphiques, Graphic Design, Graphic Design, 2002 - 2002

Activities and Societies: Soutien au personnes en difficultés face aux cours suivis.

Greta Gascogne

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[Contact Ludovic on LinkedIn](#)