

LUDOVIC GRIECO

2D Artist/Concept Artist

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LinkedIn : <http://linkd.in/SkICQ2>

www.ludovicgrieco.com (Portfolio website)

<http://ludovicgrieco.blogspot.fr/> (Blog)





Gender: male

Languages: French (mother tongue)
English (working knowledge)
Italian (conversational)



Nationality: half French and Italian, Chinese origins

SKILLS

2D Art

- Photoshop 
- Illustrator 
- Flash 
- After effect 

3D Art

- Maya 
- 3D Studio Max 
- Z Brush 

Other

- Unity
- Unreal Engine
- PlayAll Engine
- MS Office

Specialities:

- Concept art (character, environment, props)
- UI design
- Marketing Design (banner, promotional picture, newsletter)
- Print Illustration (logo, business card, flyers)
- Webdesign

PROFESSIONAL EXPERIENCE

Current FREELANCE CONCEPT ARTIST

INDEPENDENT VIDEO GAME CREATION Since February 2014

Art Director/Concept Artist

Freelance activities: Environments, character design, props

Art director for a Sci-Fi exploration Indie game for digital PC, PS4 and XboxONE

Ref : unannounced projects (PC and mobile)

2014 DREAMCENTURY, Paris, December 2013 - February 2014

Temporary contract

2D Artist/Illustrator/Webdesigner

Character, environment and web design for web and mobile games

Ref : game portals : Madwin, Quoverbis, Cadovillage...



2013 INDEPENDENT VIDEO GAME CREATION January 2013 - July 2013

Freelance

Art Director

Design and production of the graphic parts (character design, animations, backgrounds)

Ref : Sweety (iOS), Dump fever (Unity PC)

ACUTE GAMES - BOOSTR, Paris, December 2012 - March 2013

Freelance contract

Character designer

Character design and 2D production for the game Urban Rivals (web, Facebook, iOS)

Ref : Urban Rivals (web, Facebook, iOS)



2012 OUAT ENTERTAINMENT, Paris, March 2012 - July 2012

Permanent contract

Art Director/2D Artist

Art Director and 2D artist for the facebook game Kompany

Manager of two trainees

Ref : Kompany (Facebook)



PROFESSIONAL EXPERIENCE

2011 CHUGULU GAMES, Paris, March 2011 - March 2012

Permanent contract

Lead Artist/Art Director

Design and production of mobile and facebook social/adver games

Ref: Rolling Jump (iOS), Blindtest (iOS), Le jeu des prix Auchan and Nissan Lord Of The Tracks (Facebook)



2010 KYLOTONN, Paris, July 2010 - September 2010

Freelance contract

Concept Artist

Environment and mini-game designs for an adventure game on PC

Ref : Hidden Path Of Faery (PC)



2009 WHITE BIRDS PRODUCTIONS, Paris, March 2009 - January 2010

Temporary contract

Lead Artist

Supervision of the graphic production of a 10 people team (Hungary and France)

Design and production of 3D environments and props.

Ref: Crazy Garage (Wii), prototype of a stealth game (PlayStation 3)



2008 ZENOPS/IN-FUSIO, Paris, March 2007- January 2008

Permanent contract

2D/3D Artist

Character, environment, props, UI design and production for mobile games

Ref: Tower wars (mobile), Get smart (mobile)



2007 GAME CONSULTING, Paris, December 2006 - February 2007

Internship, then Freelance contract

2D Artist

Freelance: UI icons design and production

Internship: assistant of the Character designer (roughs, designs, colorisation)

Ref: Mozart The Last Secret (PC), music video "Don't give up now" by Montlery (French artist)



TRAINING

2014 **Digital Painting courses** (skillshare.com)

with Jonas de Ro, Concept Artist at MPC

2013 **Character Design courses** (skillshare.com)

with Charlie Bowater, Concept Artist/Illustrator

2011 GRETA, January 2010 **Webdesign training**

2010 Participation to the **Global Game Jam**

2006 **EESA** (European High School of Animation)

Degree of "Consultant director of special effects for movies and digital technologies"

Direction of a short movie in full 3D (5min) called "KARAPACE"

2003 **ESAG Met de Penninghen** (Académie Julian) 2001 - 2003

Preparatory class and 1st year of graphic arts

2001 **Baccalaureat STI**

Art option, with honors

