



Homo Ludens Studio presentation

Studio Presentation



Homo Ludens is a young independent game studio based in Paris, France. We are now a team of 13 and we are primarily developing PC games. We are committed to creating immersive and engaging experiences that involve our communities and respect the time invested by our players. We aim to offer more ways to play and let players interact with their creations directly, making our games nice places to spend time in.

Homo Ludens pledges to treat everyone fairly, as flawed humans stuck on spaceship Earth, be they players, game makers, or the people they love. We are all responsible.

Founders

Paul Blachère, Creative Director

Passionate, talented and curious, Paul's expertise on strategy titles comes from his Ubisoft days, mainly working on the Anno & Settlers series. His attention to detail and rational thinking were honed advising top Ubisoft executives on AAA projects. At the crossroad of market intelligence and creative direction, Paul has built a solid vision that transpires in every part of Homo Ludens.

David Rabineau, CEO

After working on the hit Tycoon title Cities : Skylines and shipping Anarcute as a studio cofounder, David developed a strong data-driven mind by working for mobile publisher Tilting Point. He then built a 30+ people studio from scratch for the European Casino Leader Barrière Groupe. This solid experience and his market knowledge make him a clear choice to head the production of a Casino Tycoon Game.



Internal Production team

Production team



David
CEO & Founder



Paul
Creative director &
founder



Céline
Administrative
assistant



Christelle
Director of Player
Experience & Live OPs



Pierre
Artistic Director



Camille
Game Designer



Aurélien
System Designer



Jonathan
Unity Developer



Sébastien
Unity Developer



Vitali
AI Developer



Létitia
Animation & 3D artist



Amélie
Associate producer



Enzo
Marketing artist



Thanks for the reading, please contact us to
know more!

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