



JULES VESNAT

GAME DEVELOPMENT MASTER'S STUDENT
— TECHNICAL LEVEL DESIGN INTERNSHIP (MARCH 2026)

✉ vesnat.jules@gmail.com
☎ +33 6 52 00 01 08
🌐 www.clickonmyportfolio.com

PROFILE

Master's student in Game Development with a strong foundation in programming and an interest in history-based and narrative games. Experienced with Unreal Engine 5 and Unity, focusing on level design, worldbuilding and 3D environment creation. Currently seeking a 6-month internship as a Technical Level Designer starting in March 2026.

PROJECTS

JOAN OF ARC — UNREAL ENGINE 5

Personal Project 2025

Developed an early prototype for a historical Action-RPG in Unreal Engine 5.

Built the GDD, narrative structure, and first playable environment using C++/Blueprints and Quixel Megascans.

VAL153 — UNITY

M2 MAJIC University Project 2025 - 2026

Technical Level Designer & Lead Programmer on a 1960s-inspired stealth game.

Created the first playable level (hotel hall), implemented player movement, camera systems, and core mechanics in C#.

THE MAN IN THE IRON MASK - GAME DESIGN

M2 MAJIC University Project 2025

Designed an augmented reality experience for a museum in Cannes.

Produced the full GDD and user flow, focusing on storytelling and immersive museum interaction.

PROFESSIONAL EXPERIENCE

SOPRA STERIA — JAVA DEVELOPER

Apprenticeship Nice 2021 - 2023

Developed and maintained enterprise-level Java EE applications (Spring, Maven, Struts).

PIZZORNO ENVIRONNEMENT — FULL STACK DEVELOPER

Internship 2021

Designed and deployed a full-stack web application (Angular, Node.js, MongoDB) — a ticketing and reporting tool used by municipal officers and internal teams at Pizzorno.

EDUCATION

MASTER'S DEGREE IN GAME DEVELOPMENT (MAJIC)

University Côte d'Azur
2025-2026

MASTER'S DEGREE IN SOFTWARE ENGINEERING (MAGE)

University Côte d'Azur
2018 - 2023

SKILLS

GAME ENGINES :

Unreal Engine 5, Unity

3D TOOLS :

Blender, Maya

PROGRAMMING :

C#, Java, C++ (basics), JavaScript

WORKFLOW :

Git (GitHub, Gitlab)

DEVELOPMENT METHODS :

Semi-Agile (V-model experience at Sopra Steria)

LANGUAGES

French : Native

English : Advanced

My portfolio link

