JULES VESNAT

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

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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 (MIAGE)
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