



FERDINAND JAN

French Game Design student applying for a 6-month internship in Game Design and Level Design.



born on February 12th 2000



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Professional Experiences

2020 - ?

Escape Game manager at LeavinRoom, Paris 17

- team management
- schedule management
- equipment maintenance and repairs
- Game Master for sessions

2019

4 months at Aktarma, Creative agency, Tours

- mockup
- website integration
- JavaScript programming

Studies

2021 - 2022

Master 2 - LISAA, Paris 14

- ↳ Project DELTA

9 months game project (in progress) for the Master 2 LISAA

2020 - 2021

Master 2 - LISAA, Paris 14

- ↳ Ascend

4 months game project for the Master 1 LISAA

2019 - 2020

EVMAN Licence (Visual Studies, Multimedia and Digital Arts), Université Gustave Eiffel, Paris

2017 - 2019

DUT MMI (Multimedia and internet professions), Blois

For more information about me and my work, you can visit my website.

<https://ferdinand-jan.github.io/portfolio/>

Softwares I frequently use



Unreal Engine 4



Suite Office



Illustrator



Photoshop



Spotify

Personal Skills

Creative

Adaptative

Enterprising

Organised

Quick-witted

Curious

Team spirit

Hobbies

• Museums

• Gastronomy

• Manual creations

• Video games

↳ Uncharted 3

↳ Dishonored

↳ What Remains of Edith Finch

↳ Ori and the Blind Forest

↳ Doom Eternal

↳ Hyper Light Drifter

↳ NieR Gestalt

↳ The Stanley Parable

↳ Gris

• Esport

• Literature

↳ H.P Lovecraft

↳ Bernard Werber

↳ Eyeshield21

↳ J.R.R Tolkien

↳ Eoin Colfer

• Music

↳ Metal

↳ Rap

↳ Acid/Transe

↳ Minimal Electro

• Movies

↳ The Big Short

↳ The Green Mile

↳ Inception