



FERDINAND JAN

I am a French Game Design student and aspiring Level Designer / Game Designer.



born on February 12th 2000



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2021 - 2022

Project DELTA
9 months project for the
Master 2 LISAA
Project in progress

2021 - 2022

Second year Master at LISAA,
Paris 14
Diploma

2021

Ascend
4 months project for the
Master 1 LISAA
Project

2020 - ?

Escape Game manager at
LeavinRoom, Paris 17
Weekly work during studies

2019 - 2020

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

2019

4 months internship at Aktar-
ma, Creative agency, Tours
Internship

2018

Game Jam - Julieng the AI
Game Designer/Programmer
Project

2017 - 2019

DUT MMI (Multimedia and
internet professions), Blois
Diploma

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

Adaptative

Curious

Organised

Quick-witted

Enterprising

Team spirit

Hobbies / Things I like

• Museums

• Esport

• Gastronomy

• Literature

• Manual creations

- ↳ Lovecraft
- ↳ Bernard Werber
- ↳ Eyeshield21
- ↳ Tolkien
- ↳ Eoin Colfer

• 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

• Music

- ↳ Metal
- ↳ Rap
- ↳ Acid/Transe
- ↳ Minimal Electro

• Movies

- ↳ The Big Short
- ↳ The Green Mile
- ↳ Inception