

FERDINAND Jan

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



born on February 12th 2000



14 rue Louis Morard 75014 Paris



06 31 02 80 45



jan.ferdinand@orange.fr

Professional Experience

2020 -
in progress

Escape Game manager -
LeavinRoom, Paris 17

- Game Master for sessions
- Team management
- Schedule management
- Equipment maintenance and repairs

2019
March - June

Front-end and back-end developer (intern) - Aktarma,
Creative agency, Tours

- Mockup
- Website integration
- JavaScript programming

Studies

2021 - 2022

Master 2 Game Design & Development - LISAA, Paris 14

- Apothecary's Children
4-month game project
(in progress)

2020 - 2021

Master 1 Game Design & Development - LISAA, Paris 14

- Ascend
4-month game project

2019 - 2020

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

2017 - 2019

DUT MMI (Multimedia and Internet Professions) - Université François Rabelais, Blois

Softwares I frequently use



Unreal Engine 4



Suite Office



Illustrator



Photoshop



Spotify

Professional skills

Creative

Adaptative

Organised

Curious

Enterprising

Quick-witted

Team spirit

Hobbies

• Video games

- Dishonored**: coherent, immersive and full of possibilities Level Design
- What Remains of Edith Finch**: narrative with environments and mechanics
- Doom Eternal**: combat system and renewal of the license
- NieR Gestalt**: integrating the player into the narrative
- Inscryption**: atmosphere, few mechanics but used to the fullest

• Esport

• Literature

- H.P. Lovecraft
- B. Werber
- Eyeshield21
- J.R.R. Tolkien
- Eoin Colfer

• Music

- Metal
- Rap
- Acid/Transe
- Minimal Electro

• Museums

• Gastronomy

• Manual creations

• Movies

- The Big Short
- The Green Mile
- Inception

For more information, you can visit my website.

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