



FERDINAND JAN

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



born the 12th February 2000



14 rue Louis Morard 75014 Paris



06 31 02 80 45



jan.ferdinand@orange.fr



2020 - 2022

Video Game Master at LISAA

2020 - ?

Escape Game manager at LeavinRoom

2019 - 2020

Licence EVMAN (Visual Studies, Multimedia and Digital Arts)

2017 - 2019

DUT MMI (Multimedia and internet professions)

Projects

- **Game Jam 2018 - Julieng the AI**
Game Designer / Programmer - Construct2
- **Game Jam 2021 - Constructive Boredom**
Game made alone - Unreal Engine 4
- **Master 1 LISAA - Ascend**
Game Designer / Programmer - Unreal Engine 4

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

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

Softwares I use frequently



Unreal Engine 4



Maya



Illustrator



Photoshop



Suite Office



Spotify

Personal Skills

Adaptative

Curious

Organised

Quick-witted

Enterprising

Team spirit

Hobbys / Things I like

- Museums
- Gastronomy
- Movies
 - └ The Big Short
 - └ The Green Mile
 - └ Inception
- 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
- Manual creations
- Litterature
 - └ Lovecraft
 - └ Jules Vernes
 - └ Eyeshield21
 - └ Tolkien
 - └ Eoin Colfer
- Music
 - └ Metal
 - └ Rap
 - └ Acid/Transe
 - └ Minimal Electro