

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 Experience

2020 - ?

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

- ↳ Project DELTA
9-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

- ↳ Uncharted 3
- ↳ Dishonored
- ↳ What Remains of
Edith Finch
- ↳ Ori and the
Blind Forest
- ↳ Doom Eternal
- ↳ Hyper Light Drifter
- ↳ NieR Gestalt
- ↳ The Stanley Parable
- ↳ GRIS
- ↳ Inscryption

• 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/>