



# FERDINAND JAN

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



born on February 12th 2000



14 rue Louis Morard 75014 Paris



06 31 02 80 45



jan.ferdinand@orange.fr

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