




FERDINAND Jan

French Game designer
specialized in core gameplay and related systems

 born on February 12th 2000

 Paris

 06 31 02 80 45

 jan.ferdinand@orange.fr

Professional Experience

2022 -
in progress

Game Designer - Slocap, Paris

- Core gameplay Designer on REMATCH
- Prototyping
- Base feature's design and iterations
- Team management

2020 - 2022

Escape Game manager - LeavinRoom, Paris 17

- Game Master for sessions
- Team management

2019
March - June

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

- Website integration
- JavaScript programming

Studies

2020 - 2022

Master 1 & 2 Game Design & Development - LISAA, Paris 14

- Apothecary's Children 4-month game project
- 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
- Inscription**: atmosphere, few mechanics but used to the fullest

• Esport

• Literature

- Patrick Rothfuss
- Eyeshield21
- J.R.R. Tolkien
- Eoin Colfer
- Les Rois maudits

• Music

- Metal
- Rap
- Acid/Transe
- Minimal Electro
- Playing bass

• 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/en>