

## Designer

I see every level as a playground for my creativity. With 2 years of experience ranging from independent Unity projects to AAA Unreal VR titles, I focus on transforming narrative into meaningful gameplay. Equipped with a strong technical background, every space I build is as functional as it is immersive.

## ❖ EXPERIENCE

### ⌚ Junior Level Designer — Vertigo Games

🕹️ Unreal Engine 5   📅 Feb 2025 – Feb 2026   🌐 NL, Amsterdam

- ▢ Worked on a AAA VR action-adventure title. Designed production-ready levels, from paper prototypes to detailed gameplay blockouts.
- ▢ Prototyped both linear intimate spaces and vast branching areas. Implemented gameplay elements and iterated the levels so they felt like a natural part of the world. Worked on onboarding new mechanics and creating pacing variety with locomotion challenges.
- ▢ Blueprinted custom AI behaviors to set-up complex encounters and foreshadowing moments.
- ▢ Worked in a 50+ person team, using SCRUM methodology. Collaborated with environment artists to ensure that the visual composition aligned with the main gameplay goals.

### 📦 Technical UI Designer — Soulpaint

🕹️ Unity, Figma   📅 Feb 2026   🌐 Remote

- ▢ Designed and implemented menu screens for a multi-award winning VR experience project.
- ▢ Translated high-fidelity Figma prototypes into optimized Unity prefabs.
- ▢ Directed visual design by selecting color palettes specific for the project's emotional tone and a diverse global audience, prioritizing accessibility through dyslexic-friendly typography and contrast.

### 🟡 Game Designer — Denda Games

🕹️ Unity, Figma   📅 Feb 2024 – Jan 2025   🌐 NL, Hengelo

- ▢ Concepted and implemented 2D platforming levels focused on a rhythmic traversal flow.
- ▢ Prototyped non-linear player flows for a point-and-click escape game, blending narrative with environmental puzzles. Collaborated on the design of 28 levels, each with unique puzzle layouts.
- ▢ Designed collectibles-based systems that reward players for precise traversal and mechanics mastery. Scaled the difficulty curve by increasing the game's pace and using new hazards.
- ▢ Implemented physics-based interactions to enable puzzle-solving, creating more responsive worlds.

## ◻ EDUCATION

### Bachelor of Science — Saxion University of Applied Sciences

★ Creative Media and Game Technologies (CMGT)  
🌐 NL, Enschede

### Graphic Design Course — Step IT Academy

★ Adobe Suite, UI/UX Design, Typography, Image Composition and Art History  
🌐 RO, Bucharest

## 💬 LANGUAGES

English	advanced C1
French	beginner A2
Romanian	native

## ❖ TOOLS

