

# Eva-Elena Bulai

## Game Designer

### Contact

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### Key Skills

#### Languages

C++, C#.

#### Tools

Unity, Unreal Engine 4, Git, 3dsMax, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effects.

#### Skills

Game Development, Prototyping Games, Level Design, Narrative Design, Writing, Critical Thinking, Active Imagination, Problem Solving, Teamwork.

### Activities and Interests

Video Games, Traveling, Painting, Sketching, Photography, Writing, Ancient Gods, Horror Literature, Anime.

### Favorite Games

Assassin's Creed franchise, Dark Souls trilogy, Darksiders 3, Mortal Shell, Diablo III, The Witcher trilogy.

### Profile

Passionate Game Designer with 4+ years of experience with Unity, Unreal Engine, and prototyping practical and conceptual games. I am a fast learner, challenge motivated and determined to learn something new every day and improve my skills with every chance

### Experience

#### May 2022-Present

Content Creator • University of Suffolk • Ipswich, United Kingdom

Write blogs based on predetermined themes, creative freedom, research relevant topics, create videos, animations, gifs based on a theme. Constant communication and interaction with the content creator team.

### Education

#### June 2022

BA (Hons) Computer Games Design • University of Suffolk • Ipswich, United Kingdom

#### July 2018

Baccalaureate Diploma • "Elena Cuza" National College • Bucharest, Romania.