

SERBAN-DUMITRU NACU

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Game designer, Web designer and front-end web developer with 3 years of experience in building modern and responsive websites. Proficient in HTML, CSS, JavaScript, plus modern libraries. Passionate about design and user experience and possess working knowledge of the Adobe Suite and 3DS Max.

EXPERIENCE

[FEB. 2022] – [PRESENT]

[QA TESTER], [PROPER QA]

Manual testing of various out-sourced games, websites and applications, compatibility testing on a range of devices, reporting issues found in a database

[AUG. 2016] – [JUN. 2017]

[QA TESTER], [GAMELOFT ROMANIA]

Compatibility testing on iOS devices (iPhones, iPads, Apple Watch, Apple TV), maintaining devices and keeping inventory, installing new builds, reporting issues found in a database (QADB)

[JUL. 2017] – [AUG. 2018]

[QA TESTER], [GAMELOFT ROMANIA]

Functionality testing on PC and consoles (PS4 / Xbox One) on production and live environments, maintaining hardware, installing new build, reporting issues found in a database (JIRA)

EDUCATION

2018-2020

BA(HONS) IN COMPUTER GAMES DESIGN, UNIVERSITY OF SUFFOLK, IPSWICH, UK

2012-2016

BACCALAUREATE IN MATH/PROGRAMMING, ELENA CUZA NATIONAL COLLEGE, BUCHAREST, ROMANIA

SKILLS

1. HTML/CSS/JS/SASS(SCSS)/Bootstrap/Tailwind
2. Git, GitHub, SCRUM/Agile, JIRA
3. Life-long learner
4. Passion for design / user experience
5. Critical thinking / problem solving