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Professional Summary

I am a Creative Media and Game Technologies (CMGT) student at Saxion University, currently looking for an internship starting February 2026. I enjoy working at the intersection of design and development, especially transforming ideas and designs into functional, working products.

I have experience with Figma prototyping, front-end web development (React, HTML, CSS), and game design, and I am comfortable working in Agile/Scrum teams in different roles, from UI/UX designer to junior programmer. Alongside my studies, I have worked part-time for over three years, which helped me develop a strong work ethic, responsibility, and time management skills.

Technical Skills

Design & Prototyping

Figma (High-Fidelity Prototyping, Wireframing), A/B Testing, Gamification Mechanics, Canva

Front-End Development

HTML5, CSS3, JavaScript, React.js

Game Development

Unity Engine, C# (basic scripting), Level Design, Game Audio & Sound Integration

Methodologies

Agile / Scrum (Daily Stand-ups, Sprints), Playtesting, QA Testing

Languages

English (Professional), Romanian (Native)

Key Academic Projects

Housing Matching Application

UI/UX Designer & Researcher

Designed a high-fidelity mobile prototype aimed at helping students find housing and compatible housemates.

Built interactive high-fidelity prototypes in Figma, including complex swipe interactions

Designed and tested two different UI flows: an Instagram-style feed and a Tinder-style swipe mechanic

Conducted user testing and used feedback to improve navigation and usability

Calorie Tracker Gamification

UI Designer

Redesigned an existing health application to increase user engagement through gamification.

Designed gamification features such as daily challenges, achievement badges, and leaderboards

Modified existing UI layouts in Figma to integrate game elements without affecting usability

Collaborative Game Development Projects

Game Designer & Multi-disciplinary Developer

Worked in multiple team-based game projects at Saxion, creating playable prototypes.

Took on different roles depending on team needs, including Level Designer, Audio Engineer, and Junior C# Developer

Participated in playtesting, bug reporting, and iterative improvements of gameplay mechanics

Work Experience

Retail Assistant — Primark, Enschede

October 2025 – Present

Working in a fast-paced retail environment while maintaining high standards of customer service

Demonstrating adaptability and problem-solving during busy periods

Delivery Driver — I Love Sushi, Enschede

2022 – October 2025

Education

Bachelor of Science – Creative Media and Game Technologies (CMGT)
Saxion University of Applied Sciences, Enschede, Netherlands

Current student

Available for internship starting February 2026

Focus areas: Interactive Media, Game Design, Web Technology

Soft Skills

Agile Collaboration

Experienced in working within Scrum teams with clear structures, deadlines, and regular stand-ups

Adaptability

Comfortable switching between creative design tasks and technical implementation

Communication

Able to clearly present design ideas and explain decisions to teammates and stakeholders