



# Luca Frincu

Snagov, Ilfov, Romania  
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↗ [LinkedIn](#), [Instagram](#)

## Skills

C++  
HTML  
Marketing  
Microeconomics  
Accounting (Basic)  
CSS  
C#  
Microsoft Access  
Microsoft Office  
Managing Databases (MySQL)  
Artificial Neural Networks  
Game Development  
Programming C++  
Game Design  
Photoshop  
Ability to work in a team and autonomously  
.NET Framework  
Kotlin  
3D Blender, Maya  
Android Studio  
Movie Analysis  
Screen Writing  
Animation  
Drawing  
Level Design  
Problem Solving

## Profile

I'm a detail-oriented and creatively driven professional with a strong academic background in Game Design and Computer Science. I've gained hands-on experience through QA testing at Electronic Arts and active participation in international game jams, where I contributed to programming, level design, and sound research. I work well both independently and in collaborative settings, always bringing curiosity, precision, and a commitment to delivering polished results.

## Employment History

### Research and Development in XR for User Experience Studies, University of Inland Norway, Hamar

June 2025 — August 2025

#### INTERNSHIP

### Volunteer - Stagehand, Inferno Metal Festival, Oslo

April 2025 — April 2025

I got hands-on with everything from setting up stage equipment to handling logistics backstage.

### Game Artist and Sound Researcher, Global Game Jam, Hamar

January 2025 — January 2025

- Created a variety of item images;
- Research and sourced sound effects;
- Demonstrated strong teamwork and communication skills in a fast-paced, collaborative environment.

### Game Developer, University Game Jam

March 2024 — March 2024

- Programmer/Level Designer - created three levels: The Factory, The House, and The Forest.
- The team consisted of 6 students: artists, programmers, and designers and developed "The Monster" a game about internal battles and coping with PTSD.
- The game was awarded a mention by the jury.

Macroeconomics

Microsoft Power Point

Python

Artificial Intelligence Applications

Pico-8

Lua

GitHub

Unity 2D & 3D

Unreal Engine

Board Game Design

Character Rigging

Sketching

Adobe

Languages

Romanian

English

French

Spanish

Quality Verification, Electronic Arts, Bucharest

August 2022 — September 2022

I was responsible for testing a game during its initial development phase and providing detailed reports on any issues encountered.

Education

Bachelor's Degree: Game Development and Animation, University of Inland Norway, Hamar

September 2024 — June 2025

Master's degree: Art of Game Design, National University of Theatre and Film "I.L. Caragiale", Bucharest

January 2023

Bachelor's Degree: Commercial Sciences, Business Management & Informatics, VIVES University of Applied Sciences, Kortrijk

February 2023 — June 2023

Bachelor's degree: Computer Science for Economics (in English), Romanian American University, Bucharest

January 2020 — January 2023

Highschool Baccalaureate diploma: Natural Sciences, "Mihai Viteazul" Highschool, Ploiești

January 2016 — January 2019