



CLAUDIU NICHIFOR

Graduate Game Designer



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Willing to Relocate



nichiforclaudiu.com

Language

- Romanian (native)
- English (fluent)

About Me

Recent graduate with a degree in Games Design and Production from Salford University.

Passionate about creating engaging and innovative gaming experiences. Skilled in game development using Unity Engine and C#, with a strong foundation in testing and agile methodologies. A proactive and self-motivated individual with excellent problem-solving abilities and a keen eye for detail. Enthusiastic about working in fast-paced, collaborative environments to bring creative game concepts to life.

Experience

Suits Me - Customer Advisor
Manchester - UK

2023 - Present

- Delivered exceptional customer service by addressing inquiries and resolving issues efficiently, enhancing customer satisfaction and loyalty.
- Assisted customers in selecting products that best suited their needs, providing expert advice and recommendations to drive sales.
- Maintained up-to-date knowledge of the latest products and promotions, ensuring customers received accurate and current information.

Challenge-trg - Recruitment Resourcer
Manchester - UK

2021 - 2023

- Surpassed recruitment targets by effectively sourcing, screening, and interviewing candidates, ensuring a high match rate for client needs.
- Managed and maintained a comprehensive candidate database, ensuring compliance with right-to-work regulations and company policies.
- Coordinated with hiring managers to understand job requirements and provide tailored recruitment solutions.

Amazon - Warehouse Operative & Delivery Driver
Manchester - UK

2019 - 2021

- Efficiently picked, packed, and managed the quality control of goods, ensuring all orders met Amazon's high standards.
- Maintained delivery accuracy and efficiency.
- Operated warehouse equipment and adhered to safety protocols.
- Collaborated with team members to streamline processes and improve overall warehouse productivity.

RCS & RDS - D2D Salesman
Galati - Romania

2018 - 2019

- Met and exceeded sales targets through effective door-to-door sales strategies.
- Managed and maintained stock and customer databases, ensuring accurate and up-to-date records.
- Developed strong customer relationships

Hobbies

- Video Games
- DIY Projects
- Football
- Snowboarding
- Movies
- Martial Arts
- Music
- Travel

Education

Salford University

Bachelor of Science (Hons) in Games Design and Production

2020 - 2024

Sports High School Galati

International Baccalaureate Diploma

2015 Graduation

Skills

- Game Development: Unity Engine, Unreal Engine, C#, C++ (basic), Blueprints (basic)
- Game Design: Game Mechanics, Combat Design, AI Design, Level Design, Narrative Design
- Project Management: Agile Methodologies, Scrum, JIRA, Trello, HacknPlan, Zendesk
- Testing and QA: Playtesting, Bug Tracking, User Feedback Analysis
- Collaboration: Team Collaboration, Cross-functional Team Coordination, Effective Communication
- Creative Skills: Storyboarding, Creative Writing, Conceptual Technical Design
- Problem Solving: Debugging, Optimization, Critical Thinking

References

Available upon request.