

DIANA SANDU

GAME DESIGNER



About Me

I am creative, driven, and an aspiring narrative/game designer with a strong passion for immersive storytelling, world-building, and emotionally resonant game experiences.

Most of my game programming experience is either in Unity, but I am eager to learn to use more engines.

[Portfolio Website Link](#)

Education

Bachelor of IT at Metropolia UAS
Major in Game Development

2023 – Present

GPA: 4.1/5

IB Diploma Program

At Turun Normaalkoulu

2019 – 2021

Skills

C#
HTML & CSS
C++
Python
Javascript

Languages

Fluent English
Intermediate Finnish
Beginner Japanese

Experience

School Project | 2024 – Present

BloodBloom: Horror Story Game 2025 – Present

- Project lead where I keep two other programmers and four artists on track while communicating my vision for the game.
- Co-created the concept of the game with one of the programmers on my team.

Endless Dreamer: Endless Runner Game

- My first ever completed project and solo project.
- Background story based on personal project called Dreamer, which I haven't started due to the size or the project and my limited time.

N-Clean | 2021 – 2022

Group Leader (Gap Year)

- Oversaw a team responsible for sustainability initiatives in a fast-paced, hands-on environment.

CONTACT

- +358 40 870 2647
- sandu.diana2001@gmail.com
- Espoo
- [LinkedIn Profile](#)
- [GitHub Profile](#)