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 Normaalikoulu

(2019 – 2021)

Skills

C#
HTML & CSS
C++
Python

Languages

Native Romanian
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

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in LinkedIn Profile

GitHub Profile