PAUL-BOGDAN GRIGORE

LEVEL DESIGNER

EDUCATION

● **2019 - 2023**   **Saxion University of Applied Sciences**
Enschede, The Netherlands
Creative Media and Game Technologies

UNIVERSITY PROJECTS

● **2019**   **LURK**
2 Weeks, Game/Puzzle Design
Lurk is a point and click interactive story, in which you play as Officer Jones, a cop which is tasked to investigate an apartment block in New York.

● **2020**   **The Home Box Arcade**
2 Weeks, Design // Playtest Conducting
This app was built during the 2020 pandemic as a project during the university about bringing something from the outside world in your living room.

● **2020**   **Smokey, the Ranger**
3 Weeks, Game/Level Design
This game was based on the wildfire prevention campaign and was aiming to educate the target audience about wildfires, how to prevent them and the consequences they bring.

● **2021**   **Xel**
2 Weeks, Game/Level Design // Level Scripting
Xel is an adventure puzzle game with rich and complex puzzle elements. It takes its inspiration from highly successful works of similar genres and wishes to combine their heavily diegetic approach to storytelling with engaging gameplay mechanics that complement the immersive style of its genre.

SKILLS

Level Design
Blueprints
Scripting
Game Design
Puzzle Design

SOFTWARE

Unreal Engine   Unity   Maya

Perforce   Photoshop

LANGUAGE

English
Fluent

Romanian
Native

French
Basic

CONTACT

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