PAUL-BOGDAN GRIGORE
LEVEL DESIGNER

CONTACT

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🌐 bogdangrigore.com

SKILLS

Level Design
Blueprints
Scripting
Game Design
Puzzle Design

SOFTWARE

Unreal Engine   Unity   Maya

Perforce   Photoshop

LANGUAGE

English
Fluent

Romanian
Native

French
Basic

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
• Designed the main systems of the game.
• Worked with other disciplines to build features.
• Performed play-tests and applied feedback.

● **2020**   **The Home Box Arcade**
2 Weeks, Design
• Led the gamification process where users can join a virtual arcade and win tickets by playing games and redeeming them for physical items.
• Performed play-tests and applied feedback.

● **2020**   **Smokey, the Ranger**
3 Weeks, Game/Level Design
• Designed the systems where users can learn about the dangers of wildfires and the consequences they bring.
• Worked on the World Design and Level Design.
• Concepted and blocked-out the main level of the game.

● **2021**   **Xel**
2 Weeks, Game/Level Design // Level Scripting
• Designed and prototyped the main systems of the game.
• Led the level design process and provided feedback to other designer.
• Greyboxing and iterating on the main puzzles of the game.
• Implemented puzzles into the level.
• Implemented adaptive audio into the game.