

SKILLS

Level Design Blueprints Scripting Game Design Puzzle Design

SOFTWARE







Unreal Engine

Unity

Maya





Perforce

Photoshop

LANGUAGE

English

Fluent

Romanian

Native

French

CONTACT



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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.