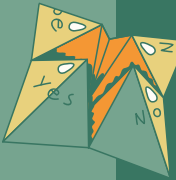




# NIKOLAS FLOW



🎮 **GAME DESIGNER | SYSTEMS | LEVEL | NARRATIVE | PUZZLE | BOARDGAME** 🎮  
🔧 **TECH ARTIST | UNITY | UNREAL | MOBILE | EDUCATION | MENTORSHIP** 🎮

5+ years Unity experience  
4+ years technical art  
14+ years programming experience  
20+ prototypes & designs, 15+ events

award winning in game jam "best visuals"  
2 games nominated for student category  
Romanian Game Awards 2025  
Currently working on a game to induce lucid dreams

MA in Game Design  
BSc in Computer Science  
Co-Founder in Education  
Studying the paranormal and surreal

## WORK EXPERIENCE

### Game Design & Development

[ Jun 2024 – Current ]  
ASSIST Software  
Technical Artist in Unity



[ Sep 2024 – Feb 2025 ]  
Miracle Day Games / Selves  
Lead Game Designer  
Associate Producer



[ Jan 2020 – Current ]  
Flow Of Game Design & Development  
<https://fogdd.com>  
Game Designer / Indie Developer  
Event Organizer & Speaker



[ Oct 2023 – May 2024 ]  
Amber & Gameloft Internships  
Part of MA studies  
Intern Game Designer, Level Designer  
UI/UX Designer



### Teaching / Mentorship / Management

[ Dec 2014 – Dec 2019 ]  
Jademy – ORACLE Authorized Education Center  
Co-Founder / Operations Manager / Instructional Design Manager / Trainer



### Android

[ Nov 2015 – Sep 2022 ]  
Freelance & Jobs - Various  
Android Developer  
multimedia apps, image editors,  
live wallpapers, keyboards, widgets









[ May 2014 – Dec 2014 ]  
Wind River Systems (Intel Subsidiary)  
Associate Engineer  
Android Developer  
multimedia apps










## PROFILE

**Design** : pitching, psychology, systems, level, narrative, economy, puzzles, boardgames, analysis, market research, user feedback, planning, documentation, fast prototyping, concepts, scripting  
**Developer / Tech Art** : certified Unity developer, architecture, design patterns, shaders, procedural graphics  
**Soft Skills** : teaching (5-25 students), mentorship, operations manager, marketing, cold calls, client satisfaction, team lead (2-10 people), business partners management, pr, hr, social media

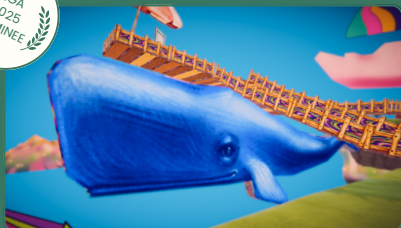
## EDUCATION

 national university of theatre and film J.L. Caragiale MA in Game Design	 HarvardX's Game Development	 South-Eastern Finland University of Applied Sciences Introduction to Video Game Creation
 LaSalle College Montréal Game Design Courses	 GAME DEV ACADEMY Game Design For Beginners	 UNIVERSITY OF INNOVATION BSc in Computer Software Engineering

## CERTIFICATIONS

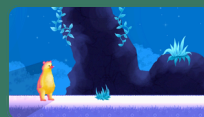
## PROJECTS



It Began With The Whales  
Lucid Dreams Simulator  
RGA 2025 NOMINATED



Dragon Crossing  
PVP Card Game



Inside The Cave  
Puzzle Platformer



The Lamp Is Dead  
Absurd Narrative



Mumu's Voice  
Scream In The Microphone



Baaharap Baaalb  
Winner - Best Visuals  
RGA 2025 NOMINATED



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# WORK EXPERIENCE

## Technical Artist

[ Jun 2024 - Current ]

ASSIST Software | Remote, Romania | Unity & Unreal Technical Artist

- Contributed to **7 projects**, spanning hypercasual, MMO, gambling, and simulations (6 in unity, 1 in unreal)
- Engine-side work : UI / UX, 2D / 3D assets, animation, VFX, particle systems, shader graphs, shaders, post processing, lighting, baking, optimization, tool creation, automation pipelines, landscape / terrain, spine integrations, and some dev work
- Python for automation : for processing hundreds of items, through photoshop, blender, and other tools
- PC, mobile, webgl, technical documentation, agile, scrum, jira, confluence
- Other tools : AI voice generation, voice processing, LLM, lip sync, terrain generation from real world data

## Game Design & Indie Development

[ Jan 2020 - Current ]

Flow Of Game Design and Development - Personal Brand

<https://fogdd.com>

Game Designer / Indie Developer

- **20+ prototypes** and designs & **15+ events**
- Self-published Android games with Unity
- Roles : Game Design, Level Design, Narrative Design, Puzzle Design, Unity Developer, Technical Artist

Event Organizer & Speaker

- Dec 2024 : Speaker at "SVI, 3rd international conference", Novi Sad, "Lucid Dream Induction Through Video Games - It Began With The Whales"
- Nov 2024 : Speaker at "Play Festival 24" in Hamburg, "Lucid Dream Induction Through Video Games - It Began With The Whales"
- Apr 2024 : "International game & play festival", Dragon Crossing playtest
- Feb 2024 : Interview at a radio show for children - Game Designer career
- Nov 2023 : "Games Fare" - Dragon Crossing card game playtest
- Oct 2023 : "Dev.Play" - educational booth, part of MA studies
- Sep 2023 : "Comicon" - event organizer & Dragon Crossing playtest
- Sep 2022 - May 2024 : part of MA Studies: organized 8 playtest events for board & video games (AMC, Cinetic Playlab, etc.) & 5 pitching events

Prototypes

- Oct 2020 - ongoing, Dragon Crossing : PvP card game
- Jan 2023 - ongoing, It Began With The Whales : dissertation game, a lucid dream psychedelic simulator
- Mar 2024, Baaaharap-Baaalb (team of 5) : 3D platformer, award winning 2024 University gamejam "best visuals"
- Jan 2024, The Lamp Is Dead (team of 2) : narrative (plus twine) psychopathic/absurd with multiple choices
- Dec 2023, Turtlez (team of 2) : multiplayer racing with turtles
- Nov 2023, Final Love (team of 2) : dating simulator with math formulas
- Jun 2023, Mumu's Voice (team of 8) : 2.5D platformer, use your voice and scream in the microphone to fight your anxiety; part of MA studies
- Jan 2023, Whalelorama : co-op board game, 8 players; part of MA studies
- Sep 2021, Tunnelophobia : 2.5D puzzle platformer
- Jun 2021, Renderings : 3D experimental mechanics, groundhog day style
- Apr 2021, A Leaf To Sharp : Nintendo Fuze competition, 2D arcade
- Feb 2021, Penguins Need Ox!gen : 3D arcade, HarvardX final project
- Dec 2020, Dragon Crossing\_v1 : final project card game for game design workshop in USA (remote)
- Dec 2020, Fractal Dimensions : final thesis for my bachelor's degree recreated in Unity
- Nov 2020, PetShop Merge (team of 2) : idle merge mobile game
- Aug 2020, Inside The Cave (team of 2) : 2D platformer with a "jumpdash" mechanic

# EDUCATION

[ Oct 2022 - Jun 2024 ]

National University of Theatre and Film "I.L. Caragiale"  
Bucharest, Romania

- Master of Arts
- Game Design
- <https://fogdd.com/masters.html>
- Final thesis : "The design of lucid dream induction as a game mechanic - It Began With The Whales"

[ Apr 2022 ]

LaSalleX College

Online Studies

- <https://www.edx.org/school/lcieducation>
- Introduction to Psychological Aspects of Game Design
- <https://www.edx.org/course/introduction-and-psychological-aspects>

[ May 2020 - May 2021 ]

XAMK Open University For Applied Sciences

Online Studies

- Introduction to Video Game Creation
- <https://www.xamk.fi/en/open-amk-courses/introduction-to-video-games-creation/>

[ Aug 2020 - Feb 2021 ]

HarvardX

Online Studies

- HarvardX's Computer Science for Game Development
- <https://www.edx.org/professional-certificate/harvardx-computer-science-for-gamedevelopment>

[ Mar 2020 - May 2020 ]

GameDev Academy

Bucharest, Romania

- <https://www.gamedevacademy.ro/>
- Game Design For Beginners

[ May 2015 - Dec 2020 ]

Various

Bucharest, Romania

- Pencil, charcoal, painting, photography workshops

[ Sep 2010 - Jul 2014 ]

"The Lower Danube" University

Galați, Romania

- <https://aciee.ugal.ro/>
- Bachelor of Science
- Computer Software Engineering
- <https://fogdd.com/designs/fractals.html>
- Final thesis : "Fractal Generation : Distributed System for Android Devices"

# CERTIFICATIONS >

- [ Apr 2021 ] Unity Certified Expert Programmer
- [ Apr 2021 ] Unity Certified Professional Programmer
- [ Feb 2021 ] Unity Certified User Programmer
- [ Apr 2020 ] Unity Certified Associate Game Developer
- [ Jun 2017 ] Oracle Certified Professional, Java SE 7 Programmer
- [ Jun 2013 ] Oracle Certified Associate, Java SE 7 Programmer
- [ Jun 2009 ] Cambridge ESOL Level 2 Certificate in ESOL International - Certificate in Advanced English



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# WORK EXPERIENCE

## Game Design

[ Sep 2024 – Feb 2025 ]

Miracle Day Games / Selves Demo | Remote

Lead Game Designer / Associate Producer | Unreal

- **International** team of 8-14 people, **co-op** game with **surreal** theme
- **Narrative** design, **puzzle** design, systems design, **level** design
- Built **documentation**, conducted **testing** sessions based on documented guidelines, managed the team to keep on track with a **cohesive design** direction, edited **trailers** for the game
- Improved management **workflows**, created **pipelines**, and materials (**pitch decks**, **risk management**, **budgeting**) for investors

[ Oct 2022 – Mar 2024 ]

Amber | Remote | Intern Game / UI/UX / Level Designer

- **high concept** document and **player evolution tree**. **UI/UX** analysis. **level design** exercises. Part of MA studies.

[ Oct 2023 – May 2024 ]

Gameloft | Remote | Intern Game Designer

- analysis, **mechanics**, systems, and **level** design. Part of MA studies.

## Teaching / Mentorship / Management

[ Dec 2014 – Dec 2019 ]

Jademy – ORACLE Authorized Education Center | Bucharest, Romania

Co-Founder / Operations Manager / Instructional Design Manager / Trainer / Consultant

- Smooth transfer to the new owner of know-how : business strategies, course management, teaching methodologies, marketing, online platforms
- **Course supervisor** : max 3 courses running at the same time, classes for children, online platforms (Moodle, DokuWiki, Wordpress, Django), substitute teacher
- **Operations** : legal, accounting, administrative, office management, pr, hr, interviews, student satisfaction & conflict resolution, business partnership manager
- **Sales B2C** : cold calls, marketing, student interviews
- **PR** : business cards, brochures, flyers, posters
- **Curriculum** : career reconversion to junior programmers, zero knowledge, ages 16+, (teaching materials, theory, exercises, methodologies)
- **Trainer** : 3 Java/Android bootcamps (8 h/day, 5 d/week, 13 weeks), 4 evening classes, 2 weekend classes, 5-25 students per cohort
- **Total of 5+ classes teaching, 20+ classes supervised, 50+ trained, 200+ guided, 10+ mentorships**

## Android Developer / Technical Artist

[ Nov 2015 – Sep 2022 ]

Android Developer | Freelance & Jobs

- **200+ apps for 10+ clients in customization** : multimedia apps (audio/video), image editors, stickers, gallery apps, camera apps, clock widgets, weather widgets, live wallpapers, on-screen animations, keyboards, launchers, lockscreens
- Feature implementation, bug fixes, release management
- Material design, native code SDK/NDK, Libdgcx, UI/UX, research, marketing, ASO, user feedback management
- Custom theme rendering based on user options, client-side programming
- **Tools programming** for automation : ASO, build automation, app update, workflow, pipelines, various functionalities

[ May 2014 – Dec 2014 ]

Wind River Systems Romania (Intel Subsidiary) | Galati, Romania |

Associate Engineer – Android Developer

- Developed **5 multimedia applications** for an **In-Vehicle infotainment** system on a modified Android os
- UI/UX; architecture; blind implementation with no hardware; 2 hardware integration camps

# SKILLS

## Game Development Skills

- **2020 – present** : Unity, C#, Visual Studio
- Development : Unreal, Love w Lua, Roblox, Minecraft, Processing, LibGDX, Bitsy, Pico-8, Twine, Ink, Nintendo Fuze, HLSL
- Tools : Unity Services; Microsoft Office : **Word**, **Excel**, PowerPoint
- AI : **chatGPT**, Midjourney, DALL-E

## Artistic Skills

- Tech Art : UI, animation, **VFX**, shaders, optimization, sound design
- Basic : proportion, color, composition, perspective, light, blending, anatomy, pixel art
- Basic : Illustrator, **Photoshop**, Krita, Blender, Zbrush, Maya, Probuilder; Advanced : **Canva**
- Audio-Video : CapCut, Filmora, Movavi, Reaper, Audacity
- Pencil, charcoal, painting, photography workshops

## Engineering Skills

- design patterns, architecture, material design, UI/UX
- fast prototyping, blind implementation, reverse engineering

## Software Development Skills

- 2012 – 2022 : Android, Gradle, XML, JSON, ADT, Android Studio, SDK/NDK
- 2010 – 2020 : Java SE, JavaFX, JUnit, Eclipse, IntelliJ
- Programming : C/C++, PHP, JavaScript, PL/SQL, Arduino, Python, Clips, Prolog, PERL
- Commands / Mark-up : git, SQL, HTML, CSS, Windows & Linux shell / bash / cmd
- Tools : Firebase, **GitHub**, Bitbucket, Moodle, Wiki, Jira, Asana, Wordpress, Django etc.
- Management : kanban, waterfall, agile, scrum, lean, design thinking, gantt chart

The following section contains keywords for "resume scanners"

- Adaptability & flexibility for tools, methods, clients;
- Creative, innovative thinking, problem-solving, optimal solutions;
- Analytical, critical thinking, analysis, attention to detail for quality and consistency;
- Client focused approach – understanding needs and preferences of players through feedback and playtesting;
- Giving and receiving feedback, brainstorming;
- Team player; verbal & written communication; emotional Intelligence in oneself and others; open-mindedness; conflict resolution; negotiation; industry networking;
- Patience; high resilience; learning agility; work ethic; responsibility; pitching / speech; time management for meetings and deadlines; leadership / mentoring; decision making;

## Languages

- Romanian (Native), English (Professional), German (Elementary)

# HOBBIES & INTERESTS

- Video games : indie/artistic, narrative, platformers, economic simulators, racing (PC / PlayStation / Nintendo)
- Favorite games : The Beginner's Guide, Cube Escape Universe, What Remains of Edith Finch, Day of The Tentacle, Portal, RollerCoaster Tycoon
- Favorite franchises : Harry Potter, Pokemon
- Reading books in English, calisthenics, boxing, economics, self-improvement, psychology, numerology, astrology, meditation, alternative therapies, lucid dreams



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