Florin-Nicolae Viorică

Bucharest, Romania | +40 726 185 674 | florin@fogdd.com | fogdd.com

+ PROFESSOINAL PROFILE

- ◉ **Game Design:** psychology, analysis, systems, level, narrative, economy, puzzles, documentation
- ◉ **Development:** certified Unity Developer, architecture, design patterns
- ◉ **Soft skills:** teaching, operations manager, marketing, user feedback oversight, team communication

+ EXPERIENCE: GAME DESIGN

Internships – Part of MA studies

◉ Feb '24 – May '24   **Amber**   Level Designer   Remote
- level design exercises

◉ Feb '24 – May '24   **Amber**   UI/UX Designer   Remote
- UI/UX analysis

◉ Oct '23 – May '24   **Gameloft**   Game Designer   Remote
- analysis, mechanics, systems, and level design

◉ Oct '22 – Mar '23   **Amber**   Game Designer   Remote
- created a high concept document and a player evolution tree

◉ Feb '20 – present   **Freelance – fogdd.com**
Game Designer   Remote

Prototypes
- '24, It Began With The Whales: **dissertation game**: a lucid dream psychedelic simulator
- '24, Baaaharap-Baaalb: won 2024 University gamejam for **best visuals**
- '24, The Lamp Is Dead: **narrative (plus twine)** psychopathic with multiple choices
- '23, Turtlez: **multiplayer** racing with turtles
- '23, First Love: **dating simulator** with math formulas
- '20 - '24, Dragon Crossing: PvP **card game** displayed and tested at **Comicon**
- '23, Mumu's Voice: prototype, 2.5D platformer where you **fight your anxiety**
- '23, Whalelorama: **co-op board game** for up to 8 players
- '21, Tunnelophobia: 2.5D puzzle platformer
- '21, Randerings: 3D experimental mechanics, Groundhog Day style
- '21, Penguins Need Oxygen: 3D arcade, **HardvardX** final project
- '21, A Leaft To Sharp: **Nintendo Fuze** competition, 2D arcade
- '20, PetShop Merge: idle merge **mobile** game
- '20, Inside The Cave: 2D platformer with a "jumpdash" mechanic

Roles
- Game Design, Level Design, Narrative Design, Puzzle Design, Unity Developer

Events & Activities
- Apr '24: "International game & play festival", playtest event for Dragon Crossing
- Feb '24: Was invited to talk at a radio show about game design as a job for children
- Sep '23: Comicon playtest event for Dragon Crossing
- Sep '22 – May '24: part of MA Studies: organized 5 playtest events & 2 pitching events

+ EXPERIENCE: TEACHING & MANAGEMENT

◉ Dec '14 – Feb '20   **Jademy – ORACLE Authorized Education Center**
Co-Founder / Operations Manager / Instructional Design Manager   Bucharest, Romania
- Transfer to the new owner of know-how, business strategies, course management, etc.
- Managed the online learning platforms, supervised all the courses, classes for children

- Cold calls, marketing, student conflict resolution, legal, accounting, office management
- Created business cards, brochures, flyers, and posters
- Developed a curriculum for career reconversion to junior programmers for all ages
- Created teaching materials for Java SE and Android
- Trainer for 3 Android bootcamps, 2 evening classes, 2 weekend classes
- Trained over 50 students and assisted hundreds more; personal training sessions
- Managed online platforms (Moodle and DokuWiki) and supervised all courses (max 5)

+ EXPERIENCE: ANDROID

Nov '15 – Sep '22 **Freelance**
Android Developer   Remote
- Portfolio of 200+ apps in customization and image editing based on a few templates
- Material design, UI/UX, research, marketing, ASO, in collaboration with 1 artist
- In-house tools for ASO analysis, uploading apps, and other functionalities

May '14 – Dec '14 **Wind River Systems Romania (Intel Subsidiary)**
Associate Engineer – Android Developer   Galați, Romania
- Developed 5 multimedia applications for an In-Vehicle Infotainment System
- UI/UX, architecture; blind implementation with no hardware, 2 integration camps

+ CERTIFICATIONS - HTTPS://FOGDD.COM/CREDENTIALS.HTML

Apr '21 **Unity Certified Expert Programmer**
Jun. '17 **Oracle Certified Professional, Java SE 7 Programmer**
Jun. '09 **Cambridge ESOL Level 2 Certificate in ESOL International – CAE, Grade C**

+ EDUCATION

Jun. '24 **MA in Game Design** - https://fogdd.com/masters.html
National University of Theatre and Film "I.L. Caragiale"   Bucharest, Romania
Jun. '14 **BSc in Computer Science** - fogdd.com/designs/fractals.html
"The Lower Danube" University   Galati, Romania

+ ADDITIONAL SKILLS

Languages English (Full professional proficiency)

Development
- 2020 – present: Unity, C#, Visual Studio
- Other: Unreal, Minecraft, Roblox, Love with Lua, Processing, LibGDX
- 2012 – 2022: Android, Gradle, XML, JSON, ADT, Android Studio, Android SDK/NDK
- 2011 – 2020: Java SE, JavaFX, Eclipse, IntelliJ

IT Skills
- Microsoft Office Suite (Word, Excel, PowerPoint)
- design patterns, architecture, fast prototyping, blind implementation, reverse engineering

Artistic Skills
- Proportion, color, composition, perspective, light, blending, anatomy, pixel art
- Basic skills in Illustrator, Photoshop, Krita, Blender, Zbrush, Maya, Probuilder
- Courses in sketching with pencil and charcoal; photography course

+ INTERESTS AND ACTIVITIES

- Indie/artistic games, 2D platformers, economic simulators, racing (PC / PlayStation / Nintendo), narrative
- Self-Improvement/psychology classes, lucid dreams, tarot/numerology, meditation, alternative therapies
- Reading books in English, calisthenics, boxing, economics