



# Luca Frincu

## Game Designer

Hamar, Norway  
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[LinkedIn](#), [Instagram](#)  
<https://francosarts.tech>

## Skills

Level & Environment Design

Programming (C#, C++ & Blueprints)

Game Design & Prototyping

3D Modelling

## Languages

|          |                     |
|----------|---------------------|
| Romanian | Fluent              |
| English  | Fluent              |
| French   | Working Proficiency |
| Spanish  | Conversational      |



## Education

Art of Game Design Master's  
**National University of Theatre  
and Film "I.L. Caragiale"**  
**Bucharest** Oct 2023 - Sep 2025

Game Development and  
Animation Exchange Program  
**University of Inland Norway**  
**Hamar** Aug 2024 - June 2025

Commercial Sciences, Business  
Management & Informatics  
Exchange Program  
**VIVES University of Applied Sciences**  
**Kortrijk, Belgium** Feb 2023 - Jun 2023

Computer Science for  
Economics Bachelor's  
**Romanian American University**  
**Bucharest** Jan 2020 - June 2023

## Profile

I'm a detail-oriented and creatively driven game designer with an academic background in *Game Design* and *Computer Science for Economics*. I've gained hands-on experience through the Research and Development in XR for User Experience Studies internship at the University of Inland Norway, QA testing at Electronic Arts and active participation in international game jams, where I contributed to programming, level design, and sound design. I work well both independently and in collaborative settings, always bringing curiosity, precision and a commitment to delivering polished results.

## Experience

Research and Development Internship in XR for User Experience Studies  
**University of Inland Norway, Hamar** June 2025 — August 2025

I created 3D low poly props and hard surface models, as well as level design for research projects by the University of Cambridge, Aalto and Uppsala.

### QA Tester

**Electronic Arts, Bucharest** August 2022 - September 2022

I was responsible for testing a flagship EA game during its initial development phase and providing detailed reports on any issues encountered.

## Featured Projects

Game Artist and Sound Designer  
**Global Game Jam, Hamar** January 2025

- Created a variety of sprites
- Research and sourced sound effect
- Demonstrated strong teamwork and communication skills in a fast-paced, collaborative environment.

Developer of Nominated Game Jam Game  
**National University Game Jam, Bucharest** March 2024

- Programmer/Level Designer - created three levels: The Factory, The House, The Forest
- The team consisted of 6 students: artists, programmers, and designers and developed "The Monster" a game about internal battles and coping with PTSD.
- The game was awarded a mention by the jury consisting of Gameloft, Electronic Arts, the Romanian Game Developers Association and MINA museum of immersive new art.

## Volunteering

Stagehand Volunteer  
**Inferno Music Festival, Oslo** April 2025

I got hands-on with everything from setting up stage equipment to handling logistics backstage of one of the largest rock music festivals in Scandinavia.