



Luca Frincu

Game Designer

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Skills

Level Design & Layout
Environmental Storytelling
Player Psychology & Guidance
Lighting & Composition
User Interface Design (UI/UX)
(C#, C++ & Blueprints)

Languages

Romanian Fluent
English Fluent
French Working Proficiency
Spanish Basic



Education

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

Art of Game Design Master's
**National University of Theatre
and Film "I.L. Caragiale"**
Bucharest Oct 2023 - Sept 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 am detail-oriented and flexible with a background in design, computer science, economics, quality assurance and research. Strong analytical and problem-solving skills, with experience working independently and in collaborative teams in fast-paced environments. Comfortable learning new systems quickly, communicating with colleagues and customers and taking ownership of responsibilities.

Experience

Contract UI/UX Designer

Sentrum Tannklinikk (Dental Clinic) | Alta, Norway..... February 2026 - Present
Developed and pitched multiple colour themes and design concepts to the client. Used the chosen direction to design the clinic's first website with accessible page layouts and an interactive price calculator. **Demo:** <https://tann.aedani.studio/>

Cook

Hawaii | Hamar, Norway..... November 2025 - Present
• Independently managed food preparation, customer service, cleaning and daily kitchen organisation in a fast-paced street food restaurant.
• Demonstrated strong multitasking, time management and problem-solving skills while working independently during busy service periods.

Research and Development Internship in XR for User Experience Studies

University of Inland Norway | Hamar, Norway June 2025 - August 2025
I worked on level design and scene lighting in Unreal Engine for research projects delivered to the University of Cambridge, Aalto University and Uppsala University, supporting the work with 3D props when required.

QA Tester

Electronic Arts | Bucharest, Romania..... August 2022 - September 2022
I was responsible for testing "Skate" during its initial development phase.

Featured Projects

University Game Jam

Level Designer - Created three levels (The Factory, The House, and The Forest) for a 2D platformer game that was awarded a mention by a jury consisting of Gameloft, Electronic Arts, the Romanian Game Developers Association, and the MINA museum of immersive new art. **Link:** defranco.itch.io/the-monster

Global Game Jam

UI Artist - Designed UI icons and 2D sprites from concept to final polish, optimizing all assets for engine integration alongside custom sound design.
Link: gravitylens.itch.io/boba-for-bobers

Volunteering

Stagehand Volunteer

Inferno Music Festival | Oslo, Norway..... 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.