



# Luca Frincu

## Game Designer

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

### Skills

Level & Environment Design

UI/UX

Game Design & Prototyping

Programming (C#, C++ & Blueprints)

### 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

Detail-oriented game designer focused on level design and lighting. Experienced with both Unreal Engine and Unity. I worked in a research and development team at the University of Inland Norway, QA testing at Electronic Arts Bucharest and multiple solo projects as well as participation in gamejams. Long-term photography hobby sharpened my eye for composition, mood and visual storytelling.

### Experience

**Research and Development Internship in XR for User Experience Studies**  
*University of Inland Norway, Hamar* .....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*.....August 2022 - September 2022  
I was responsible for testing "Skate" during its initial development phase.

### 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.

**Level Designer**  
*University Game Jam, Bucharest*.....March 2024  
• "The Monster" 2D platformer psychological-horror game;  
• Created three levels: The Factory, The House, The Forest;  
• 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.