

DANIEL-ALEXANDRU SMEU

GAME DESIGNER

Level design / Gameplay scripting / Unity

I build worlds worth exploring and the mechanics that bring them to life. Junior game designer with experience in technical level design, gameplay prototyping and game quality verification.

01 EXPERIENCE

Electronic Arts Romania

2021 - 2022

QV Game Tester

Tested and verified functionality across EA SPORTS FIFA, NHL, The Sims and Battlefield 2042.

Amazon

2020 - 2021

Warehouse Associate / Driver's Assistant

Conveyor belt work in the warehouse and occasional driver assistance on night shifts.

Tazz

2020 - 2021

Food Delivery Courier

Delivered food while working at Amazon during the same period.

Mind Software SRL

2017 - 2020

Data Labeling Analyst

Worked with the installation, troubleshooting and maintenance of security systems, including intrusion detection, CCTV and access control. Contributed to improvements in the security software used in this work.

02 SELECTED PROJECTS

Pirates of the Caribbean Themed Level

Solo design & development. A cannon-based puzzle platforming level built in Unity.

Get Gnomed

Team game jam project. First place at the MDX Amnesia Game Jam, 2022.

Blinded By Fire

Solo top-down 2D prototype combining combat and puzzles.

Ancient Temple

Solo first-person parkour prototype about escaping a temple.

03 EDUCATION

Games Design (BSc) studies

Middlesex University, London / Started 2019

English profile / A Level skills in English

Carmen Sylva Pedagogical High School, Timisoara, Romania
2017 - 2018

04 CONTACT

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LinkedIn / Smeu Daniel

GitHub / DS1300

05 DESIGN

Level design

Gameplay scripting (C#)

Puzzle design

Environmental storytelling

Prototyping & iteration

QA & playtesting

UI/UX feedback

Design documentation

06 TOOLS

Unity / Unreal Engine 4 & 5

C# / C++

Blender / Photoshop

Git / Visual Studio

Jira / Trello / Miro

Notion / Office 365

07 LANGUAGES

English

Romanian

Communication / Creativity

Leadership / Brainstorming