



CLAUDIU NICHIFOR

Graduate Game Designer



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Manchester - UK



nichiforclaudiu.com

Language

- Romanian (native)
- English (fluent)

About Me

As a recent graduate with a degree in Games Design and Production from Salford University, I am passionate about crafting engaging and innovative gaming experiences. I have honed my skills in game development using Unity Engine and C#, backed by a strong foundation in agile methodologies, design and programming skills. My proactive and self-motivated nature, combined with excellent problem-solving abilities and a keen eye for detail, make me an asset in any development team as I always get things done. I thrive in fast-paced, collaborative environments and am enthusiastic about bringing creative game concepts to life and I love learning from feedback.

Professional Experience

Suits Me - Customer Advisor

Manchester - UK

May 2023 - Present

- Delivered exceptional customer service by addressing inquiries and resolving issues efficiently, enhancing customer satisfaction and loyalty.
- Assisted customers in selecting products that best suited their needs, providing expert advice and recommendations to drive sales.
- Maintained up-to-date knowledge of the latest products and promotions, ensuring customers received accurate and current information.

Challenge-trg - Recruitment Resourcer

Manchester - UK

July 2021 - January 2023

- Surpassed recruitment targets by effectively sourcing, screening, and interviewing candidates, ensuring a high match rate for client needs.
- Managed and maintained a comprehensive candidate database, ensuring compliance with right-to-work regulations and company policies.
- Coordinated with hiring managers to understand job requirements and provide tailored recruitment solutions.

Amazon - Warehouse Operative & Delivery Driver

Manchester - UK

June 2019 - July 2021

- Efficiently picked, packed, and managed the quality control of goods, ensuring all orders met Amazon's high standards.
- Maintained delivery accuracy and efficiency.
- Operated warehouse equipment and adhered to safety protocols.
- Collaborated with team members to streamline processes and improve overall warehouse productivity.

RCS & RDS - D2D Salesman

Galati - Romania

September 2015 - September 2017

- Met and exceeded sales targets through effective door-to-door sales strategies.
- Managed and maintained stock and customer databases, ensuring accurate and up-to-date records.
- Developed strong customer relationships

Eager to contribute fresh ideas and technical expertise, I am excited to embark on a career where I can grow and make a significant impact in the gaming industry. I am very interested in a Junior/Graduate Systems, Combat or Level Designer or Programmer role, though I am happy to fulfill any role as I am a quick learner.

Hobbies

- Video Games
- DIY Projects
- Football
- Snowboarding
- Movies
- Martial Arts
- Music
- Travel

Other

Unrestricted Right to Work
in the UK and Europe

Willing to relocate

Education

Salford University

*Bachelor of Science (Hons) in Games Design
and Production*

2020 - 2024

Sports High School Galati

International Baccalaureate Diploma

2015 Graduation

Skills

- Game Development: Unity Engine, Unreal Engine, C#, C++ (basic), Blueprints (basic)
- Game Design: Game Mechanics, Combat Design, AI Design, Level Design, Narrative Design
- Project Management: Agile Methodologies, Scrum, JIRA, Trello, HacknPlan, Zendesk
- Testing and QA: Playtesting, Bug Tracking, User Feedback Analysis
- Collaboration: Team Collaboration, Cross-functional Team Coordination, Effective Communication
- Creative Skills: Storyboarding, Creative Writing, Conceptual Technical Design
- Problem Solving: Debugging, Optimization, Critical Thinking

References

Available upon request.