

SELENA TODEA

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PROFESSIONAL SUMMARY

I am a Game Designer, with hands-on experience collaborating with Supermassive Games and Two Point Studios, as well as creating interactive stories and art for Episode Interactive. Currently employed as a 3D Specialist, I contribute to projects through modelling, asset preparation, and environment work, building on my strengths in level design and narrative development. Driven by a strong work ethic and my passion for creativity, I relocated to the UK to pursue my professional ambitions. Adaptable, reliable, and always eager to grow, I bring an active mindset to every project I take on.

EXPERIENCE

3D Specialist - Invisible Technologies (NDA)

AUG 2025- PRESENT

- Create and refine 3D assets, ensuring clean topology and production-ready quality, including sculpting and optimisation work.

Game Designer - Game Jams

JAN 2023- JAN2025

- Worked in a team under a 3-day deadline, using GitHub for version control and UE5 for development.
- Designed and implemented game mechanics, level layouts, and environmental storytelling.
- Adapted to rapid iteration and problem-solving in a high-pressure environment.

Game Designer - Supermassive Games

JAN 2024- MAY 2024

- Developed a 5-minute vertical slice inspired by Supermassive's narrative-driven games in UE5.
- Created bespoke games design documents(GDD), GANTT charts and asset lists to guide development workflows.
- Designed and built levels in Maya, scripted level sequences, and integrated UI elements.
- Applied principles of horror pacing, player guidance, and interactive storytelling.

3D Artist - Two Point Studios

JAN 2023- MAY 2023

- Designed and optimized 3D assets in Maya for Unity, maintaining art style consistency.
- Maintained art style consistency and collaborated with studio developers.
- Collaborated with studio developers to improve asset pipeline and deliver game-ready models.

2D Artist - Episode Mobile

FEB 2022 - NOV 2022

- Designed custom book covers for user stories within the Episode games in Photoshop & Autodesk Sketchbook.
- Delivered high-quality artwork within a specified art style while meeting deadlines.

TECHNICAL SKILLS

- Unreal Engine 5
- Maya
- Mud Box
- Substance Painter
- GitHub
- Photoshop
- PowerPoint
- CC4

SPECIALISATION

- Level Design (linear & systemic layout)
- Environment Design (3D Art & spatial storytelling)
- Narrative Design (branching dialogue, pacing & story)

EDUCATION

UNIVERSITY FOR THE CREATIVE ARTS (UCA)

Sept 2022 - Jun 2025

- BA (Hons) in Games Design -First Class Honours

GERMAN HIGH SCHOOL "JOHANN ETTINGER"

Sept 2017 - Jun 2021

- International Baccalaureate Diploma in Advanced Mathematics and Computer Science