📞 +447754283667

📍 Farnham, Surrey GU97AU

SELENA TODEA

Email: todea.selena@gmail.com
LinkedIn: www.linkedin.com/in/selena-todea
Portfolio: https://www.selenatodea-portfolio.com/

PROFESSIONAL SUMMARY

I am a Games Design graduate from the University for the Creative Arts, with experience working with Episode Interactive and teaching computer science, which has enhanced my technical expertise and problem-solving skills.
My passion is in crafting immersive player experiences through level design and narrative development.
Driven by a commitment to growth, I moved to England to pursue my creative ambitions and refine my skills.
Reliable and always eager to take on new responsibilities, I approach work with an active and dynamic mindset, ready to contribute across diverse areas of employment.

TECHNICAL SKILLS

- Unreal Engine 5
- Maya
- Mud Box
- Substance Painter
- Photoshop
- Autodesk Sketchbook
- Microsoft Word
- PowerPoint
- Excel
- Microsoft Access Database

LANGUAGES

- **Romanian**: Native Speaker
- **English:** Cambridge in ESOL International Advanced C2
- **German:** Sprachdiplom DSD II T1 Advanced C1

OTHER SKILLS

- **ECDL Certificate** - Computer & Online Basics and using Microsoft Word, Microsoft PowerPoint, Microsoft Spreadsheets and Microsoft Access Database.

- **Erasmus+ Projects** - Developed cross-cultural communication, project management and leadership skills, with experience in preparing presentations and managing tasks under tight deadlines.

Erasmus+ Project "Inclusivity & Media"	**Jan 2020**
Erasmus+ Project "My Art and Me"	**Mar 2019**
Erasmus+ Project "Einer für Alle, Alle für Einen" (One for all, all for one)	**Dec 2019**
Erasmus+ Project "Better Professional Life"	**Feb 2019 - Mar 2019**

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

PROFESSIONAL & COLLABORATIVE PROJECTS

GAME JAM (2023–2025) – MECHANICS & LEVEL/ENVIRONMENT DESIGNER

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

GDLX VOLUNTEERING (2025)

- Assisted in event organization and setup, ensuring smooth operations.
- Provided support for attendees and developers, enhancing the event experience.
- Developed networking and communication skills within the games industry.

SUPERMASSIVE GAMES COLLABORATION (2024) – LEVEL DESIGN & UI

- Developed a 5-minute vertical slice inspired by Supermassive's narrative-driven games.
- Designed and built levels, scripted level sequences, and integrated UI elements.
- Applied principles of horror pacing, player guidance, and interactive storytelling.

TWO POINT STUDIOS COLLABORATION (2024) – 3D ARTIST

- Created 3D assets for Two Point Campus, ensuring optimization for game engine use.
- Maintained art style consistency and collaborated with studio developers.
- Gained experience in asset pipeline workflow and game-ready modeling techniques.

EMPLOYMENT HISTORY

Barista Trainer   MAR 2023 - PRESENT

Starbucks

- Train new baristas on coffee preparation, customer service, and store operations
- Ensure high standards of customer service and product quality
- Mentor baristas in crafting beverages and providing an exceptional customer experience

Freelance Book Cover Artist   FEB 2022 - NOV 2022

Episode Mobile

- Designed custom book covers for user stories within the Episode game
- Collaborated with clients to understand their vision and create compelling visuals
- Delivered high-quality artwork while meeting deadlines

Customer Service and Sous Chef   SEPT 2021 - MAR 2022

JAY&JAY, Germany

- Managed daily kitchen preparation and arrangement for service
- Handled marketing for weekly menu changes
- Took on additional roles, including PR, customer service, and website design updates

Teaching Assistant (Special Needs)   JAN 2018 - JAN 2019

''The National Community Action Strategy SNAC''

- Taught languages, computing, biology, and mathematics to elementary school children with special needs
- Adapted teaching materials to meet individual learning requirements
- Encouraged engagement through creative playtime activities, adapting games to suit different needs and abilities.