

ALEXANDRU-CRISTIAN SIMA

Constanta, RO · +40723681009

alex.sima75@gmail.com · [LinkedIn Profile - alexsima-polytooldesign](#) · www.alexandru-sima.com

Innovative Game Designer and Developer with extensive experience in game design, level design, and game development. Proficient in C++, Unreal Engine, and various graphic design tools, with a strong track record of creating compelling game experiences and engaging user interfaces. Adept at leading development projects, integrating advanced technical features, and collaborating with cross-functional teams to deliver high-quality gaming content. Fluent in English and Romanian, with a robust educational background and professional certifications.

WORK HISTORY

JAN 2020 – PRESENT

OWNER & DEVELOPER, POLY TOOL DESIGN

Poly Ego - VR

- Developed a comprehensive Game Design plan with a robust architectural framework.
- Designed intricate and progressively challenging game levels.
- Authored level dialogues with AI-driven dark humour.
- Created 3D assets and UI/UX assets.
- Implemented feedback and solved all bugs and adjusted the UX to be as smooth and universal as possible.
- Adapted levels for co-op mode and implemented replication logic.
- Engineered advanced physics logic for multiplayer replication.
- Implemented sophisticated C++ lag-compensation techniques for server-side rewinding and client-side prediction, ensuring smooth gameplay.
- Built a complete shooter mode from the ground up in C++, incorporating full lag-compensation for competitive eSports gameplay.
- Designed and developed competitive shooter maps with diverse themes.
- Implemented multiple game modes within the shooter mode.
- Completed Steam SDK plugin integration for cloud data storage and retrieval.
- Developed a full-featured website using HTML, CSS, and JavaScript, and designed all graphical assets.
- Established and managed relationships with professional teams for SFX and 3D prop outsourcing.
- Engaged with users across social platforms, fostering communities and creating social media content.

TITIROBIL - mobile

- Crafted captivating 2D and 3D assets for the game.
- Designed user-friendly UI/UX, and incorporated user feedback.
- Developed games using Unreal Engine 4.27, utilizing Unreal Blueprints.

AUG 2022 – AUG 2023

GAME LEVEL DESIGNER, UBISOFT ROMANIA

The Crew Motorfest

- Collaborating closely with Art and QA teams for optimizing player experience and design integration.
- Managing the entire level design process, adhering to performance constraints and refining designs through playtesting.
- Utilizing project management tools (Jira, Miro, Confluence) for effective collaboration and communication.
- Developing game design documentation, guidelines, and best practices for streamlined team collaboration.
- Implementing storytelling elements and environmental storytelling techniques to enhance player immersion.
- Coordinating with cross-functional teams to maintain consistency in visual and gameplay aspects.
- Analyzing player metrics and feedback to make data-driven design adjustments and enhancements.
- Conducted a complete Unreal Engine teaching course inside Ubisoft and for students from the National University of Arts, Bucharest.

JUL 2017 – FEB 2020

FREELANCE GRAPHIC & 3D ARTIST

- Built strong relationships with clients to deliver tailored design solutions.
- Created 2D images, graphic designs, 3D art, 3D renders, and 3D animations from initial ideas to polished final products.

EDUCATION

MAY 2022

BACHELOR OF ARTS: GAME DESIGN AND DEVELOPMENT

FIRST CLASS HONOURS 1 DEGREE SHEFFIELD HALLAM UNIVERSITY, UK

- Built strong relationships with clients to deliver tailored design solutions.
- Created 2D images, graphic designs, 3D art, 3D renders, and 3D animations from initial ideas to polished final products.

JUL 2019

GENERAL STUDIES: BACCALAUREATE

90% GRADE "MIHAI EMINESCU" NATIONAL COLLEGE, RO

- Collaborated with tutors and created 3D models and graphic design images to ease the learning process for students with visual examples.
- Took part in NASA art and technical design competitions and won multiple prizes.
- Finalist of FilmMic film contest .
- Finalist of the EU council Romania logo competition.

SKILLS

Software Proficiency:

- Advanced-level: C++, Cinema 4D, Unreal Engine, Visual scripting (UE Blueprints), Substance Painter, Photoshop, Lightroom, Adobe Premiere, .
- Intermediate-level: Substance Designer, Adobe After Effects, World Creator, zBrush, Unfold 3D, Unity, Maya.
- Entry-level: Blender, Marvelous Designer, GitHub, Tree It, Speed Tree, Marmoset Toolbag, KeyShot, Agisoft Metashape.

EXPERTISE

Game Design, Level Design, Lighting Artistry, Cinematic Landscape/Video Creation, 3D Art, Architectural Visualization, Game Programming, UI Design, Graphic Design, Photography, Story Writing, Garment Visualization

ACTIVITIES

- Sustained an Unreal Engine 5.1 course for the National University of Arts, Bucharest and inside Ubisoft Bucharest as a side activity from Ubisoft Romania.
- My artwork has been featured in magazines from NASA and on the NASA contests diplomas, winning the First Prize.
- The graphic design examples I created in college are still helping students understand educational materials better, with ease.
- I took part in Global games jam and developed alongside a team, a functional VR game, in under 3 days.
- I know Romanian, natively and English at a professional level, having both the advanced IELTS and Cambridge diplomas, as well as 3 years in the UK to attest my claim.