

IOANA CAZACU - SENIOR GAME DESIGNER



I am a generalist Game Designer with over 8 years of studio experience. I have worked on a variety of game genres, spanning from casual to mid-core, as part of small to medium teams.

My unique skill is my vast experience of social-multiplayer, but versatility is my true strength, both in the different areas of design and in my knowledge of other game development disciplines.

Outside of my developer work I am passionate about education and sharing my developer insights with others. My work ranges from written pieces to public speaking, podcasts, and collaborating with universities.

GAME DEVELOPMENT EXPERIENCE

Mojiworks 2018 - Present

Junior to Senior Game Designer

- Developed games for Facebook Messenger, Snapchat, Discord, and Reddit on a variety of game genres.
- Used a multitude of development tools dependent on the project and platform.
- Responsible for entire game features: making design decisions, and managing the team working on them, answering to the Game Director.
- Worked on 3 games from concept to live ops, and worked on many other concepts, prototypes and soft launched titles.
- Collaborated closely with platform partners from pitch to release to ensure internal and external goals were met.

Independent Development 2016-2018

Game Designer & Artist

- Worked in a two-person team and independently published 2 casual mobile titles for the Google Play Store.
- Organised and planned the production of the games.

Tranzfuser 2017

Game Designer & Artist

- Secured funding from UK Games Fund, and worked with a team of five to produce a game demo for in 10 weeks.
- Showcased the demo at EGX 2017 and pitched it to investors.

OTHER EXPERIENCE

CRC Press 2024

Author

- Published *Designing games meant for sharing*, my book about how to best leverage social multiplayer in video games.

Brunel University 2023

Assistant Lecturer

- Graded assignments, and assisted with teaching the Setting and World Design module.

Anglia Ruskin University 2021

Assistant Lecturer

- Prepared and ran lab sessions, lectures, and seminar discussions.

QUALIFICATIONS

Brunel University London 2014-2017

BA Games Design 1st Class Honours

- The course covered a variety of subjects such as: Game Art, Game Development, Systems & Economics, Level Design, Basic Programming, and Game Academia.

Growth.design Course 2023

User Psychology in Product Design

- The course focused around using psychology to help design user experiences, broadly covering all digital experiences, including games.

Go Practice Course 2022

Data-Driven Project Management Simulator

- The course focused around interpreting user data in order to guide decision making at a project level.

TOOLS



Figma



Unity



Machinations



GitHub



VSCode



Photoshop



Blender



PlayCanvas



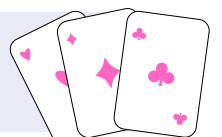
DESIGN SKILLS

- Multiplayer
- User Experience
- Game Economies
- Systems and Mechanics
- Level Design
- Game Feel
- World Building
- Narrative and Quest Design



ADDITIONAL SKILLS

- Story-Boarding
- User Testing
- Data Analysis
- Pitching
- Leadership
- Decision Making
- Public Speaking
- Teaching & Mentoring
- Non-Fiction Writing



DETAILS

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