Nina Croitoru

"To define is to limit." - Oscar Wilde, The Picture of Dorian Gray

Summary

Nina enjoys thinking and working at the crossroads of multiple domains.
In the past she has filled various roles: Game Designer, Artist, Teacher, Researcher.
Currently she is working at the IT University of Copenhagen, investigating and creating playable media as career development experiences for children.

Personal Details

Email	**contact@ninacroitoru.com**
Portfolio Website	**ninacroitoru.com**

Education

2019-present	**PhD Fellow in the Center for Computer Games Research**, *IT University of Copenhagen*, Denmark
2011-2014	**Master in Game Design**, *IT University of Copenhagen*, Denmark
2008–2011	**Bachelor in Primary and Preschool Education**, *A.I. Cuza University*, Iasi, Romania

Experience

February 2019-present

PhD Fellow, *IT University of Copenhagen*

As part of an EU project called CHARMING (https://charming-etn.eu/), my work aimed at generating interest in chemistry and chemical engineering in 8-14 years old children. My research concentrated on playful career experiences for children. During this time, I juggled a lot of different tasks:

- Conducted literature reviews in the fields of Children and Play, Games, Education, Career Development, etc.
- Researched for, designed and implemented an Escape/Puzzle Room experience for children that was showcased at Culture Night 2019
- Planned and conducted a field study at a chemical plant aimed at gathering data about relevant professions in the domain of chemical engineering
- Designed and prototyped different playful experiences for children based on previously established criteria
- Supervised a Master's student for their thesis writing process
- Engaged in dissemination by holding talks (during Culture Night 2019) or writing blog posts for the project website
- Worked in a highly interdisciplinary and complex context

August 2017– January 2019	**UI Artist/ UX Designer**, *Ubisoft*, Bucharest Working on Watch Dogs Legion, I fulfilled the role of a 2D Generalist more than that of an UI Artist. I was also part of the Narrative team. My work included: ○ Style proposals ○ Process documentation ○ 2D animation and textures ○ UI wireframes, mock-ups and art assets ○ Plot proposals, low-level writing for specific locations, and integration of gameplay elements with the narrative.
October 2014– August 2017	**Web Designer**, *Modern Web SRL-D*, Bucharest My responsibilities included: ○ Designing sample page layouts ○ Compiling color schemes and style guides ○ Creating and editing graphics(banners, icons, buttons, etc.) ○ Occasionally implementing the design using basic HTML and CSS ○ Managing a selection of projects ○ Communicating with clients and aligning expectations
February 2013– May 2013	**Teaching Assistant**, *IT University of Copenhagen* As Teaching Assistant for the Master's course "Game Development" I have: ○ Organized the team formation process ○ Provided team counseling ○ Offered advice and feedback on the games created by the students ○ Ensured good communication between the course manager and the students enrolled in the course

Languages

Romanian	Fluent	*Native*
English	Fluent	
Danish	Beginner	*Level 1 Danish Test*
Italian, French, Spanish, Japanese	Beginner	

Computer Skills

2D Art	Photoshop, Illustrator, After Effects	Animation	Spriter, Unity Animation, Photoshop, After Effects
Game Engines	Unity, Disrupt, Game Maker	Basic Coding	Processing, LaTeX, C#
Design	Figma	Research	ATLAS.ti
Microsoft	Word, Excel, Powerpoint	Project Management	JIRA, Asana