Dragoș Liche
Game Designer

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Hello there!

As a **lifelong gamer,** my dream is to craft immersive and emotionally resonant experiences that awaken **complex emotions** within players. My **design philosophy** starts with the player - I design from emotion. I have a very critical eye towards my work and I cultivate mindset of infinite growth. The most important two things I seek are an **exciting project** and an **amazing team**.

While **narrative experiences** like The Last of Us are my weakness, my favorite games span all genres - in no particular order: Hollow Knight, Warframe, Sekiro, Metal Gear, Jedi: Survivor, Valorant, Tekken, Persona, Mass Effect... and many, many more.

I'm a Krav Maga blue belt, I practice archery, I'm a *gigantic* sci-fi nerd, I write short stories and I love mixing cocktails.

Experience

Game Designer • Ubisoft
1 yr 10 mo (Sep 2023 - Present)

Working on **Tom Clancy's The Division 2**, I am responsible with multiple areas of the live product. My primary responsibilities are now tied to the **Seasonal Modifiers**, an addition to the game's **combat loop** that adds **new capabilities** with each coming season, **synergizing** and **enriching** the game's **combat system**.
Greatest Achievement: Design Owner of a big, exciting new feature, never before seen in the game. **(Coming soon in 2025)**

Combat Game Designer • Quantic Games
1 yr 9 mo (Oct 2021 - Jun 2023)

Design owner of **combat** and **weapons** systems for Wardomes - a **Sci-Fi FPS** game made in **Unreal Engine 5** for **PC/Consoles**. Also **responsible with the game's Interface** from User Flows to Wireframes to In-Engine Implementation using UMG.
Greatest Achievement: Designed a suite of **combat systems** that play testers have responded to very positively.

UI/UX Designer • Dedeman
1 yr, 3 mo (Aug 2020 - Oct 2021)

Responsible with designing the experience, flow and UI of internal tools, redesigning some of the pages of the e-commerce site and reorganizing the site's information architecture.
Greatest Achievement: Being called **"the best communicator in the design team".**

Education

(BA) Computer Games Design • University of Suffolk
3 yrs (Sep 2017 - July 2020)

Experimented multiple facets of game development, learned industry-standard software, learned behavioural psychology techniques and design methods delivered by industry veterans.
Greatest Achievement: Being the Design Methods lecturer's assistant, aiding in the delivery of lectures and supporting students.

Skills

Snowdrop Engine • 1 yr 10 mo
Creating content within existing systems, prototyping new systems

Unreal Engine • 4+ yrs
Intermediate Visual Scripting and UMG Knowledge

Figma • 5+ yrs
Used daily for creating simple visuals, wireframing & prototyping designs

Photoshop • 3+ yrs
Intermediate Image Manipulation Basic Texturing for 3D

JIRA • 6+ yrs
Daily use for project / task management and milestone planning

Office Suite • 10+ yrs
Pitching in PowerPoint, System Simulations in Excel

Autodesk 3DS Max • 2 yrs
Quick Level Prototyping and Intermediate 3D Modeling

Autodesk Maya • 1 yr
Basic 3D Animation and MASH knowledge

Languages Spoken

C2	C1	A2	A1
English	**Italian**	**French**	**Swedish**