

Hello! I am **STEFAN DINCA**

I am a graphic designer with a passion for games, gadgets and beautiful UI. I work remotely from Romania.

CONTACT INFO

stefan@stefandinca.ro
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FORMAL EDUCATION

Bachelors degree in
Political Science @SNSPA

∨ scroll for technical and soft skills ∨



TECHNICAL AND SOFT SKILLS

Proficient in Adobe software / Figma / Sketch / Perforce / Unity

Able to prototype and showcase features quickly

Experience in AA/AAA game development production, launching and LiveOps of 5 AAA games.

Extensive experience with SCRUM/AGILE

Solid understanding of project management software like Jira, Confluence, Trello and good understanding of Office software

Great communication skills and English proficiency both spoken and written

Strong presentation skills (no stagefright!)

Naturally curious and willing to take risks that would add value to a project or my own skill set and knowledge about game development

EXPERIENCE



Oct 2020 - Present
Senior UI Artist @Amber

Amber is primed to support creative industries by offering a full range of turn-key product development and live service solutions. The company maintains five service pillars, including game development, co-development, live operations, custom engineering and development support.

Established in 2013, Amber is an employee-owned company headquartered in Bucharest and Botosani, Romania, with offices in San Francisco and Los Angeles, California. Also with offices in Guadalajara, Mexico and Montreal, Canada.

I've joined Amber in October 2020 as a User Interface designer and have worked on wireframes, layouts, screens and elements for a number of projects on mobile and PC/Consoles. Projects required varied skills which, aside from actual graphic design, included motion design, UX, user journeys, UI implementation in Unity and Unreal.

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Oct 2020 - Dec 2022

UI Artist (contractor/freelance) @Hutch

Hutch is a video game developer/publisher based in London, UK specialized in development, launch and live ops of mobile racing games. Since inception in 2011, we've entertained over 300 million mobile players across game titles including Rebel Racing, F1® Clash, Top Drives, and Hot Wheels: Race Off. In December 2020 Hutch was acquired by Modern Times Group (MTG) to further accelerate opportunities to build highly diverse automotive experiences on mobile.

I started collaborating with Hutch in October 2020 as an independent contractor helping out with the LiveOps of their very successful F1 Manager mobile game. My responsibilities include creating and managing LiveOps assets for in-game events, developing new features in collaboration with game designers and producers and implementing assets and animations for UI in Unity.

PROJECT



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June 2016 - Present

Owner & Creative Developer @Black Bear Games

Creators of game-jam games, boardgames and stupid ideas that never see the light of day, but are fun to conjure up. Established in 2016 as a game-jam team, along with a fellow game developer and friend Sorin Rizea, Black Bear Games is our creative outlet. Since its inception our scruffy style and “go get ‘em” attitude combined with technical know-how and thousands of hours spent gaming as kids, have helped us be competitive and even win a few game jams.

PROJECTS



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Dec 2017 - Oct 2020
UI Artist @Electronic Arts

Electronic Arts Inc. is a global leader in digital interactive entertainment. EA develops and delivers games, content and online services for Internet-connected consoles, mobile devices and personal computers.

At the end of 2017 I joined EA sports to work on LiveOps content for their Fifa Ultimate Team game mode in Fifa 18 and then Fifa 19, 20 and 21. My main tasks included creating graphic design concepts and assets for different campaigns inside the game: Team of The Year, Team of the Week, Player of the Month, Ones to Watch, Future Stars, Headliners an so on. Assets included special card designs, full screen motifs, icons and logos.

During my time at EA I've worked closely with art directors, producers and other UI artists to create and evolve the Ultimate Team game mode.

PROJECTS



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June 2016 - Dec 2017
UX/UI Artist @Ubisoft

Ubisoft Entertainment SA is a French video game company headquartered in Montreuil, France, with development studios across the world. Its video game franchises include Assassin's Creed, Far Cry, For Honor, Just Dance, Prince of Persia, Rabbids, Rayman, Tom Clancy's, and Watch Dogs.

In 2016 I joined the mobile division of Ubisoft Bucharest to work as a UX/UI Designer on the racing game Draw Race 3, formerly developed by RedLynx. I created wireframes and user journeys, collaborated with game designers to develop features and created animations, UI screens and assets.

PROJECT



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October 2014 - November 2015
UI Artist @Ghost / Electronic Arts

EA Gothenburg (Ghost Games) is a Swedish video game developer owned by Electronic Arts and located in Gothenburg. The studio used to have two other locations; one based in Guildford in the United Kingdom and another in Bucharest, Romania. From 2013 to 2020, they oversaw the development of the Need for Speed racing game franchise.

In 2014 I had my first experience working in the gaming industry as a UI artist for the Need For Speed reboot. During my time at Ghost I collaborated with producers and art directors to create wireframes, icons, visual targets, map graphics and other assets and also implemented them in EA's proprietary game engine - Frostbite.

PROJECT



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March 2007 - December 2014

Graphic Designer & Art director in several advertising agencies

Before breaking into the game industry, I worked as a creative for different advertising companies both big and small. To name a few: Ogilvy, ARBOinteractive, SeniorHyper, Wunderman. Sometimes as a graphic designer or art director, other times as a programmer or tech. Advertising forces you to wear many hats in order to meet client needs.

CLIENTS



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yahoo!

Thank you!

HERE'S MY CONTACT INFO AGAIN

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