



NINA ALVIR

GAME DESIGNER

London, United Kingdom 

available upon request 

nina.alvir@gmail.com 

linkedin.com/in/ninaalvir 

ninaalvir.com 

OBJECTIVE

Hello, I am Nina, a third-year student on the Computer Games Design: Story Development course at the University of East London. My passions are story writing and game design with whom I can deliver powerful meanings and impactful experiences. I would like to find a work environment where I can proficiently use my skills to contribute in the best way I can to create profound gaming experiences.

EDUCATION

BA (Hons) Computer Games Design: Story Development | University of East London

OCTOBER 2017 – PRESENT (expected graduation 2020)

Year one and two completed with the highest grade range (Distinction). Gained experience in programs like Unity, 3DS Max and Adobe Photoshop. Improved skills in communication, teamwork, game design, problem-solving and documentation.

Gymnasium (General) Education | Gimnazija “Fran Galović” Koprivnica

SEPTEMBER 2013 – JUNE 2017

Completed *Matura* (equivalent of English A-Levels) with B grade. Learned seventeen academic subjects from wide range of social, physical and science studies as well as information technology and mathematics.

EXPERIENCE

University Projects | Role: Narrative and Game Designer

2018/19 – 2019/20

Worked as a part of the team on an AR mobile sculpting game *Sculpto* which was focused on audience participation according to the brief from John Foster, a lead designer from Dream Reality Interactive. Additionally, worked as a part of the team on an adventure FPS game *The Awakening of Thorus* – our final university project. As an individual developer, I worked on an RPG *Thief's Affairs*, Twine stories *The Fall of Valleniya* and *Gone West*, and educational game *Nahara's Journey*.

Polling Station Customer Service Member | City of Koprivnica (Republic of Croatia Voting Committee)

21/5/2017 – 4/6/2017

My responsibilities were to check the identity of voters, provide them with the right voting cards and count and record the number of votes for each party and their representatives. Improved social, organization, teamwork and customer service skills and experienced performing under pressure.



SKILLS

CORE:

- Outstanding social proficiencies, demonstrated by communicating and working with the university staff, students and some industry professionals in a professional and understanding manner
- Excellent time management, demonstrated by maintaining exceptional working discipline during the studies
- Able to work individually as well as in a team as a dedicated and adaptable member, even in high-pressure environments
- Extremely passionate about creative writing and telling diverse stories through multiple medias
- Strong-willed in problem-solving and eager to improve and learn new skills

TECHNICAL:

- Good knowledge of Unity and Adobe Photoshop (3 years of experience)
- Proficient understanding of C# language and Visual Studio (3 years of experience)
- Basic knowledge of 3DS Max (1 year of experience)
- Basic knowledge of audio editor Audacity (1 year of experience)
- Excellent understanding of Microsoft's Word and Power Point



ACTIVITIES & ACHIEVEMENTS

Participated in the UKIE Game Jam 2018

Worked in a high-pressure environment, rapidly generated game ideas and gameplay according to the given theme and brief.

Won State Championship five times for younger age groups with a female handball team *RK Podravka Vegeta (2010-2016)*

Learned how to manage my free time according to the both education and training obligations, developed a strong commitment to the team's cause, learned how to adapt to the team's needs, worked with a lot of different people, learned to listen to criticism and adequately look for improvements.



REFERENCE

References available upon request.