Cassandra Moraru
NARRATIVE GAME DESIGNER

ABOUT

I graduated from NAD-UQAC as a narrative designer in 2025. Storytelling has been at the core of my interests for as long as I can remember, and I have been honing my skills both in my own time and during my studies.

At NAD-UQAC, I refined my knowledge on game design and screenwriting. Though the DESS program, I learned how to apply my creative skills in a professional development environment.

At Concordia, I learned the basics of the Unity engine as well as various programming languages, including C# and Java.

CONTACT

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HOBBIES

- Writing (character and world development, short stories, role-play, role-play events)
- Music (percussionist in an orchestra)
- Video games
- Board games (MTG and D&D)
- Movies
- Crafts

SOFTWARE & PROGRAMMING

- Unity
- Twine
- Perforce
- Miro
- Trello
- C#
- C++
- Java
- Python
- HTML/CSS

PROJECT EXPERIENCE

In-Dev — NAD-UQAC
2025

Lead narrative designer (team of 4)
- Developed the characters and the narrative arc
- Wrote the dialogue
- Planned game flow and dialogues in Twine
- Programmed menu UI in Unity
- Organized team meetings and documents

A Bard's Life For Me ! — NAD-UQAC
2025

Programmer, lead narrative designer (team of 5)
- Original concept creator
- Programmed and integrated entire project in Twine
- Wrote the introduction, outpost, ghost isle, and recursive instances
- Reviewed the entire project (text, code, and logic between branches)

Food Wars: The Lost Gum — Concordia
2022

Lead narrative designer, pixel artist (team of 6)
- Created the story, world, and characters
- Wrote the introduction and end screens
- Programmed menu UI in Unity
- Drew and animated sprites in pixel art
- Organized team meetings and documents

Torment — Concordia
2020

Lead narrative designer, lead pixel artist (team of 5)
- Created the story, world, and characters
- Wrote the dialogues and flavor texts
- Programmed menu UI in Unity
- Drew and animated sprites
- Managed the sound design
- Organized team meetings and documents

EDUCATION

DESS in Narrative Game Design — NAD-UQAC
2024-2025

- Methodology for the creation of characters and game worlds
- Varied game design and narrative methods (gameplay loops, 3C, Rational Game Design, screenwriting)
- Communication in a development environment (communicate intentions and ideas to professionals from all production departments)

Bachelor of Computer Science Option: Computer Games — Concordia
2018-2022

- Ubisoft's Game Creators' Odyssey Acts 1 and 2 (Rational Game Design, Rational Level Design)
- Technical side of game development (C# in Unity)
- Various programming languages and development methodology