

# Bogdan Toader

Graphic & Motion Designer

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## Education

Bachelor of Design (Cum Laude)  
Hanze University of Applied Sciences,  
Groningen, NL

## Skills

### Software:

Adobe Photoshop  
Adobe Illustrator  
Adobe After Effects  
Adobe InDesign  
Adobe Premiere Pro  
Figma  
Capcut  
Canva  
Microsoft Powerpoint  
Blender  
Cinema4D  
Unity  
Visual Studio Code

### Specialization:

Motion Design  
Video Editing  
Creative Coding  
Visual Identities  
Illustration & Animation

## Nominations/Awards

Noorderlicht Award Nominee 2025  
Minerva Award for Design Nominee 2025  
Graduation Campaign 2024 Winner

## Profile

I am a designer and visual storyteller interested in the intersection of narrative and function. From studying architecture to designing virtual worlds.

## Experience

### Graphic Design Freelancer

Groningen, NL  
September 2025 – Present

Learned to work with clients on a more professional level while managing creative directions, feedback and timelines.  
Developed digital assets for independent brands and gained experience in the commercial aspect of design.

### Lead Designer Graduation Campaign 2024

Academie Minerva, Groningen, NL  
February 2024 – July 2024

Conceptualized a visual identity for the Graduation Campaign of Academie Minerva, creating assets, toolkits and materials for print and screen while guiding an experienced team.  
Coordinated with other departments to insure cohesive designs across all media while balancing artistic vision with production logistics and collaboration between multiple participants.

### Graphic Design Intern

Studio Minerva, Groningen, NL  
February 2024 – July 2024

Worked on various assignments from external clients (other universities and organizations). Produced various social media visuals and focused more on fast paced creative problem solving.

### Exhibition Contributor Sooner Or Later

Hooghouse, Groningen, NL  
January 2024

Co-curated alongside my classmates and organized an independent student exhibition, overseeing both the identity of the event and the spatial design. Collaborated with my peers to manage audience engagement and advertising.

## Projects

### Game Developer Lityr Domus

Groningen, NL  
October 2024 - Present

Developed an atmospheric exploration game as my graduation project, combining graphic design with interactive storytelling.  
Designed visual elements, concept art, 3D modeling, UI/UX and coding in Unity. Communicating emotion through design.