

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.