

POPESCU ANDREI ILULIAN

Game Developer

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EXPERIENCE

Game Developer

Retina Film Production 01/2021 - Present Bucharest

- Developing gameplay mechanics, game logic, working with animators, creating shaders and level designing
- Using debugging techniques to identify issues with computer code and resolve errors
- Developed game-related editor tools and scripts to facilitate game development
- Created prototypes based upon design ideas using programming languages such as C++ and C#
- Mentored newly hired and junior developers in onboarding and working procedures
- Developed 2D and 3D games for PC and mobile platforms using Unity 3D/Unreal Engine
- Designed and implemented gameplay mechanics and interactive elements for multiple titles
- Leveraged design patterns to create flexible and scalable game systems, such as AI, UI, inventory and other gameplay systems.

Computer System Engineer

Expleo Group 04/2019 - 12/2019 Bucharest

- Software verification and analysis based on documentation
- Creating scripts, flowcharts, diagrams and analyzing the process results

Quality Assurance Game Tester

Electronic Arts 06/2017 - 10/2017 Bucharest

- Created and executed automated software test plans, test cases and test scripts to uncover, identify and document software problems and causes
- Wrote technical documentation to expedite new team member training
- Identified development issues by using various testing techniques
- Conducted software compatibility tests with programs, hardware, operating systems or network environments

EDUCATION

Master's Degree - Computer Science

University POLITEHNICA of Bucharest

09/2019 - Present Bucharest

- Master's Degree - Computer Science - University POLITEHNICA of Bucharest
- Faculty of Automatic Control and Computers
- Graphics, Multimedia and Virtual Reality

Bachelor's Degree

University POLITEHNICA of Bucharest

09/2015 - 09/2019 Bucharest

- Field of Study ENERGY ENGINEERING/ENERGY MANAGEMENT

High School Diploma

"Mihai Viteazul" National College Ploiesti

09/2011 - 09/2015 Ploiesti

SUMMARY

Achieves intended concepts according to project requirements by utilizing diverse technology resources. Committed to listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations.

TRAINING / COURSES

Summer of Unreal

INCAS Training und Projekte GmbH & Co.KG

CPP: Advanced Programming in C++

Cisco Networking Academy

CPA: Programming Essentials in C++

Cisco Network Academy

Java 1 Associate

Telecom Academy Romania

CS50: Introduction to Computer Science

Harvard University

Other Udemy Courses

CUDA , Multiplayer using Unreal And Unity , Design Patterns , Concurrency Programming etc.

SKILLS

C++ • C# • Python3 • Debugging • Java • OpenGL •

Quality Assurance • SQL • Unit Testing • Unity •

Unity 3D • Maya • Unreal Engine • Virtual Reality •

Confluence • Git