

ANDREI VADUVA

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📍 Colchester, Essex

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🔗 AndreiVad

EXPERIENCE

QA Technician

Codemasters

📅 Jun 2021 – Present

Duties:

- Work collaboratively with the design and development teams to supply fresh ideas
- Assist team members in limit-testing and breaking down game elements
- Locate, assess the value of, and report bugs and issues across titles
- Test and provide feedback on game features and entertainment content
- Follow company training on game development best practices from both EA and Codemasters

PROJECTS

Game developer

Build & Manage

📅 Feb 2020 – Aug 2020

Genre: Business/Tycoon

Designed a resource system with several elements. Continuously tested and overhauled it to achieve balance. Created an AI with three different strategies.

Lead/Level Designer

Wall-E Fixed Road

📅 Oct 2019 – Jan 2020

Genre: Rhythm

Led a small team to generate game content. Wrote and updated the game design document. Spearheaded collaborations with artists and animators. Assembled levels and scenes.

Game developer

Succumbing to the Call

📅 Nov 2018 – Apr 2019

Genre: Rogue-like

My RPG design document turned into a Unity game. Implemented multiple combat systems and enemy types, NPCs, and a quest system to expand the story and game universe.

EDUCATION

MSc. in Computer Games

University of Essex

📅 2019–2020

BSc. in Computer Science

University of Essex

📅 2016–2019

TECHNICAL SKILLS

Game Development

- Game Design - documentation
- UX/UI
- Economy
- Narrative
- World building
- Terrain & Lighting
- Game AI
- Physics
- Jira & Confluence
- TestRail
- Blender
- Animations
- MS Office

Programming

- C#
- Unity
- Java
- Android Studio

SOFT SKILLS

Friendly and communicative with a strong thirst for learning

Attentive to details and analytical, as proven through my QA role

Creative and highly adaptive, I love coming up with, scraping, adapting and updating game ideas and mechanics

Decisive and passionate, with the aim to create unforgettable experiences