Costa David-Anton

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Skills

Languages: C#, C++, Python, TypeScript, JavaScript, GLSL, Kotlin, VB, HTML, CSS
Game Engines: Unity, Unreal Engine 4.5 & 5, Godot, GameMaker
Frameworks: Spring Boot, React, Angular, AngularJs
Cloud: AWS, Firebase
Technologies: Docker, Node.js, Git

Experience

VR Developer - Unity Luminess Romania – Cluj-Napoca, Cluj   Oct 2023 – Dec 2025
- Implemented interactive educational VR scenarios based on client design documents.
- Integrated a Moodle API in our Unity project to allow saving data to user accounts, keeping track of answered quizzes, points gained in the scenario, and percentage of material completed.
- Created shaders for scenarios when the art team had their hands full with other tasks.
- Project website: https://e-deffinum.org

Gameplay Programmer - Unity Tractor, Set, GO! – Cluj-Napoca, Cluj   Dec 2021 – Aug 2023
- Implemented weapon behaviours, traversal and combat abilities in a top-down shooter.
- Integrated sounds, animations and effects, provided by the art team, in multiple games.
- Implemented quests in an educational web-based RPG.
- Developed two VR applications for presentation purposes, one for city planning and one for car airbags.

Full Stack Developer ARRK Research & Development – Cluj-Napoca, Cluj   Apr 2021 – Dec 2021
- Developed and maintained a web application to keep track of car components registered in a database.
- Deployed said application on AWS.

Programmer/Localisation Engineer - Unity Pragmatic Play – Bucharest   Jan 2019 – Jun 2019
- Created Unity editor extensions to streamline game production.
- Maintained and improved a localisation extension used to translate texts in multiple languages automatically.

Front-End Developer - Internship Property Shark – Cluj-Napoca, Cluj   Mar 2018 – Sep 2018
- Created User-Acceptance Tests using Visual Basic
- Updated an older .Net application with new UI and new search features.

Projects

MaskOff - Unity   Description; Play on Itch.io
- Developed a social deduction game for the Global Game Jam 2026 edition.
- Solo programmer, implemented everything in Unity and deployed to Itch.io and sent a desktop build to GGJ.

Card Game - Unity   Description
- Implemented a multiplayer collectible card game based on a client's design document.
- Deployed the game on AWS, having multiple games possible at the same time.

Solitaire Expert   Description
- Implemented a mobile solitaire game based on the client's old Visual Basic project.
- Released the game to Google Play Store and Apple App Store

Education

School – MS in Graphics, Multimedia & Virtual Reality	2018-2020
School – BS in Compute Science	2015-2018