

R A D U - Ș T E F A N

T E O D O S E S C U

GET IN TOUCH.



— Breda, Netherlands



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— contact@radu.design



— in/radudesign

SKILLS.



— Game Design



— Visual Scripting



— Tech Design



— Level Design



— Agile / Scrum

SOFTWARE.



— Unreal Engine 4/5



— Jira / Confluence



— Perforce



— Adobe Suite / Affinity

LANGUAGES.



— English (Fluent)



— Romanian (Native)

PORTFOLIO.



Work from 2014 - 2024
www.radu.design



ABOUT ME.

I run on lists, such as these:

- ◆ Work with a multidisciplinary and diverse team
- ◆ Foster an open work environment
- ◆ Champion features and perspectives that are player-focused



MY WORK. (2014-2024)



Dynamic Wizard | Game Designer | 2021 - Present

- ◆ Systems design for a coop engine building card game
- ◆ Creative direction during concepting and preproduction with a team of designers and concept art



Buas | Instructor | 2021 - 2023

- ◆ Game design fundamentals lectures, curriculum design, feedback and grading
- ◆ UE5 feedback and project support
- ◆ Production lectures and feedback on agile methodology and scrum practices



Sumo Digital | Game Designer | 2020 - 2021

- ◆ On an unannounced multiplayer open-world action shooter (AAA)
 - ◆ (3Cs) Camera, Movement & Weapon design and tuning
 - ◆ Combat design for player class archetypes, cooperative objectives, and enemy encounters
 - ◆ Prototyping gameplay objectives
- ◆ Metaprogression and cosmetics placement for [Sackboy: A Big Adventure](#) (PS5)



Sumo Digital | Tech Designer | 2019 - 2020

- ◆ (In UE4 blueprints) Concepted, implemented and iterated puzzles for [Spyder](#) (Apple Arcade)



Mindstate | Game Designer & Producer | 2014 - 2017

- ◆ Game design for a turn-based strategy mobile game
- ◆ Product management for an internal development team and an outsourcing art team.



MY EDUCATION.



Buas | Alumni | 2016 - 2020

- ◆ Bachelor Game Architecture & Design (Game Design and Production Course)
- ◆ Worked on platforming, stealth, FPS, VR, mobile puzzle, squad based tactics and roguelight games