ION-BOGDAN OPRIA

GAME DEVELOPER

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LINKS

Portfolio:
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ABOUT ME

Hello, I am a versatile Game Developer with 5 years of experience in building Unity and web-based games.

Throughout my career, I developed a diverse array of applications from both the gaming and the software development spaces. This allowed me to amass a wide range of skills, which include engine, graphics and gameplay programming, web development using Three.js & Typescript, Unity development for games and AR/VR applications.

I am very passionate about creating games and improving my skills as much as I can.

LANGUAGES

ENGLISH

ROMANIAN

WORK EXPERIENCE

NEOMORPH STUDIO
Brasov
Apr 2020-Mar 2025

Game Developer

- Built immersive AR/VR experiences.
- Created procedural content on multiple target platforms, leveraging advanced graphics APIs and shader techniques.
- Played a key role in the development of several games, with a primary focus on gameplay and graphics development, while also contributing to a custom C++ game engine.

PROJECTS

Sep 2024-Mar 2025

HEIDI Chocolate Games

Programming lead, developed 4 mobile AR games for the Christmas Campaign, set up the backend and developed core gameplay aspects for the Easter Campaign.

Mar 2021-Jan 2025

PlanetQuest

Built a procedural planet generator, developed gameplay systems and created tools for a custom C++ game engine.

Jan 2024-Apr 2024

Jorogumo's Cradle

First-Person horror game that I built on my own in Unreal Engine and released on Steam.

EDUCATION

TRANSILVANIA UNIVERSITY
Brasov
2021

Bachelor of Computer Science

Acquired IT skills across Data Structures, Android Development, Image Processing, Graphics Programming, SQL and AI.

SKILLS

UNITY

C#

UNREAL ENGINE

C++

THREE.JS

JAVASCRIPT & TYPESCRIPT

3D MODELLING

OPENGL & GLSL