

# RADU - ȘTEFAN

## TEODOSESCU

### GET IN TOUCH.



— Breda, Netherlands



— +40722625592



— 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](http://www.radu.design)



### ABOUT ME.

I run on lists, such as these:

- Work with a multidisciplinary and diverse team
- Explicitly highlight power dynamics
- Foster an open work environment



### 10 YEARS of GAMEDEV



**Dynamic Wizard | Senior Game Designer | 2021 - Present**

Games development for prototypes and board games alongside a small team.



**Buas | Instructor | 2021 - 2023**

Curriculum design, lectures, feedback and grading for year 1 design and production students focused on:

- Game design fundamentals
- UE5
- Production



**Sumo Digital | Game Designer | 2020 - 2021**

Modern multiplayer iteration of an established AAA open-world sandbox action shooter franchise.

— [Unannounced]

Metaprogression and cosmetics:

— [Sackboy: A Big Adventure](#) (PS5)



**Sumo Digital | Tech Designer | 2019 - 2020**

Blueprinted interactables and puzzle logic in UE4

— [Spyder](#) (Apple Arcade)



**Mindstate | Game Designer & Producer | 2014 - 2017**

Design & product management for a mobile startup.



### MY EDUCATION.



**Buas | Alumni | 2016 - 2020**

Bachelor Game Architecture & Design / Design & Production