RADU-ŞTEFAN

TEODOSESCU

GET IN TOUCH.

- Sheffield, UK
- On Request
- contact@radu.design
- in/radudesign

SKILLS.

- Game Design
- Visual Scripting
- Tech Design
- Level Design
- Production

SOFTWARE.

- Unreal Engine 4
- Jira
- Perforce
- Adobe Suite

LANGUAGES.

- English (Fluent)
- Romanian (Native)

PORTFOLIO.

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Radu Design
www.radu.design

ABOUT ME.

I run on lists, like this one:
- Promote conversation, explore ideas, settle with a purpose
- Consider systems holistically with the player at the centre
- Always improve tools, from methodologies to language
- Stay around those smarter than you
- Sleep on it, solutions require time and perspective

MY EXPERIENCE.

Junior Game Designer

at Sumo Digital

(2019 - 2020)

Worked on projects:
- Sackboy: A Big Adventure (PS5)
- Spyder (Apple Arcade)

Game Designer & Producer

at Dynamic Wizard Entertainment

(2012 - 2016)

My game development studio startup working on mobile
strategy games.

MY EDUCATION.

BUAS Breda University of Applied Science (former NHTV)

Bachlor Game Architecture & Design / Design & Production

(2016- 2020)

Student projects released:
- Tiles Apart (Google Play & App Store)
- Nice Try, Plane! (Itch.IO)
- Captain Starshot (Steam)

Tudor Vianu National College of Computer Science

Graduate Informatics / Computer Science

(2006 - 2010)

Emphasis on IT, coding, math and physics.