RADU-ŞTEFAN TEODOSESCU

GET IN TOUCH.

- Breda, Netherlands
- On Request
- contact@radu.design
- in/radudesign

SKILLS.

- Game Design
- Visual Scripting
- Systems Design
- Level Design
- Agile / Scrum

SOFTWARE.

- Unreal Engine 4
- Unity
- Jira
- Perforce
- Adobe Suite

PORTFOLIO.

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Radu Design
www.radu.design

ABOUT ME.

I run on lists, like this one:

- I've worked on 9 game projects, 4 ongoing, in teams of 2-24.
- I never get tired of learning more about design in all its forms.
- I work best within multidisciplinary scrum-sized teams.
- I put a great value on stakeholder and client interaction.
- I provide value in spotting problems before they occur.

MY EDUCATION.

BUAS Breda University of Applied Science (former NHTV)
Bachlor Game Architecture & Design / Design & Production
(2016 - 2020 expected)
In my ongoing studies I'm focusing on systems design, gaining more insight into the full development cycle and prototyping.
Modules include:

Concepting	Post-release	Proof of concept
Pre-production	Level design	Project proposal
Production	Board games	Game marmalades

Averaged grades:
Year 2 — 8.5 / 10   Year 1 — 8.0 / 10

Tudor Vianu National College of Computer Science
Graduate Informatics / Computer Science
(2006 - 2010)
Emphasis on IT, coding, math and physics.

Bucharest University of Economic Studies
Undergraduate Comerce
(2010 - 2011)

MY EXPERIENCE.

Game Design & Management
at Dynamic Wizard Entertainment
(2012 - 2016)
My game development studio startup working on mobile strategy games.