

# 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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— in/radudesign

## SKILLS.



— Game Design



— Visual Scripting



— Tech Design



— Level Design



— Agile / Scrum

## SOFTWARE.



— Unreal Engine 5



— Jira / Confluence



— Perforce



— Adobe Suite / Affinity

## LANGUAGES.



— English (Fluent)



— Romanian (Native)

## PORTFOLIO.



Work from 2014 onwards  
[radudesign.github.io](https://radudesign.github.io)

## 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.



[Massive Minitime](#) | Game Designer | 2024 - 2025

- ♦ Game design on [Oddsparks](#) for the the *Hot & Cold* and *Corrupted Ruins* updates
- ♦ Concepting, feature specs, systems design, balancing, testing, & more.



[Dynamic Wizard](#) | Game Designer | 2021 - 2024

- ♦ Creative direction, 3Cs, systems design for 2 client projects in concepting phase
- ♦ Design and development of an engine building cooperative card game



[Buas](#) | Instructor | 2021 - 2023

- ♦ Game design fundamentals lectures, curriculum design, feedback and grading
- ♦ UE5 fundamentals course creation, feedback sessions, lectures
- ♦ Production lectures and feedback on agile methodology and scrum practices



[Sumo Digital](#) | Game Designer | 2019 - 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 playtesting metrics for [Sackboy: A Big Adventure](#) (PS5)
- ♦ Puzzle design & technical implementation for [Spyder](#) (Apple Arcade)

## MY EDUCATION.



[Buas](#) | Alumni

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