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)
- Mandarin Chinese (Beginner, Studying for A1)

PORTFOLIO.

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Work from 2014 - 2024
www.radu.design

ABOUT ME.

I run on lists, such as these:
- Work with a mutlidisciplinary and diverse team
- Explicitly highlight power dynamics
- Foster an open work environment

MY WORK.

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)

Dynamic Wizard | Game Designer & Producer | 2021 - Present

Board games development alongside a small team of concept art, and manufacturing.

MY EDUCATION.

Buas | Allumni | 2016 - 2020

Bachlor Game Architecture & Design / Design & Production