


RADU - ȘTEFAN

TEODOSESCU






GET IN TOUCH.

-  — Breda, Netherlands
-  — On Request
-  — contact@radu.design
-  — [in/radudesign](https://www.linkedin.com/in/radudesign)



SKILLS.

-  — Tech Design
-  — Visual Scripting
-  — Game Design
-  — Level Design
-  — Agile / Scrum

SOFTWARE.

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

LANGUAGES.

-  — English (Fluent)
-  — Romanian (Native)

PORTFOLIO.



ABOUT ME.

I run on lists, like this one:

- Worked on 9 game projects, 4 ongoing, in teams of up to 22 devs.
- Never get tired of learning more about design in all its forms.
- Work best within multidisciplinary scrum-sized teams.
- Put a great value on stakeholder and client interaction.
- Provide value in spotting problems before they occur.

MY EDUCATION.

BUAS Breda University of Applied Science (former NHTV)

Bachelor 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.

Projects released / releasing 2019:

- Tiles Apart (Google Play & App Store)
- Nice Try, Plane! (Itch.IO)
- Out of Space (Steam)

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 Commerce
(2010 - 2011)

MY EXPERIENCE.

Game Design & Management

at Dynamic Wizard Entertainment
(2012 - 2016)

My game development studio startup working on mobile strategy games.