Adrian-Robert Baluta

Gameplay programmer specialist

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GAME PROJECTS

1.Rabbit Rumble – Unity C# -12 people
* Creatingthe Enhanced Player Inputs,physiscsandhelping witht the level features and saving system

2. Downhill Dash – Unity C# - 14 people
*Working with the camera/player rotation,helping with Enhanced Player Inputs, helping with physics and creating a leaderboard

3.Fear of The Light – Unreal ENGINE– C++/Blueprint -8 people
*Working onthe PlayerMovement/LookController,helping with Interaction system

4. Goozilla – Unreal ENGINE – C++ / Blueprint – 8
*Physics,Camera/Player Rotation and Slime Movement

Programming Skills

C#	C++	CSS
html	Unity	Unreal
Godot	GMS	

EDUCATION

- Education in Romania:2010–2018
- Vällingbyskolan: 2018 – 2020
- Cyber Gymnasiet: 2020 – 2023
  Teknikprogrammetinriktning:lnformations- och medieteknik
  Gymnasieexamen 230613
- Future Games: 2023 – 2025
  Programmet inriktning – Spel Programmerare
  Spelutvecklingsskola Stockholm

WORK EXPIRIENCE

Gameplay Programmer Intern – ION Game Design (March 2025 – December 2025)
• Worked on gameplay systems and mechanics.
• Contributed to feature implementation and debugging.
• Collaborated with designers and artists in a team environment

Warehouse Associate (Order Picking, Packing & Dispatch) (September 2025 – January 2026)
• Picked and packed customer orders efficiently.
• Managed dispatch and ensured accurate shipments.
• Maintained warehouse organization and workflow.

Github: https://github.com/RobertAdrianBaluta
LinkedIn: https://www.linkedin.com/in/robert-bäluta-9430ba262/
Portfolio: https://adrianrobertbaluta.wixsite.com/mysite