Teodor-Cristian Lutoiu

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PROFILE

An enthusiastic recent graduate with a passion for gaming and a strong understanding of software development principles seeking to apply their skills and knowledge to contribute to the development and success of innovative projects.

PROJECT EXPERIENCE

Personal Project – **Tower Defence**   **My own Passion**

Project Manager/Developer   August 2021 – October 2021

- Developed a tower defense game for Android devices, featuring randomized challenging maps generated by an AI algorithm.
- Implemented 50 waves of gameplay, featuring different monsters with unique statistics.
- Utilized knowledge of game development principles and programming languages to bring the project to completion.

Skills: Unity, MoSCoW, C#, OOP, Version Control

University Project   **University of Worcester**

Project Manager   September 2020 – May 2021

- Acted as a **Team Leader** to **create a game** in **Godot** (game engine) for a University team project
- Unified a **team of 4 members** behind **SCRUM practices**, resulting in improved cohesiveness and velocity in delivery
- Generated **Gantt charts** to keep track of time spent by each member on each task
- Implemented what was cheered to be **one of the best projects in the year**
- Interacted with a **stakeholder** as part of the project to assess and provide the expected product
- Brainstormed and delegated using the **MoSCoW system**

Skills: SCRUM, MoSCoW, stakeholder communication, Gantt charts, management, Godot

WORK EXPERIENCE

Electronic Arts Romania   **Bucharest**

QA Tester 2   Oct 2019 – May 2020

- Enacted and directed the **Testing Automation process**, which resulted in a **63% increase** in **tested volume** per sprint
- Acted as SCRUM Master and innovated the **retrospective meetings**, which **improved** the Team-Testing times **by 17%**
- Learnt **Lua** (scripting language) from **my initiative** to automate the testing process
- Secured my knowledge about **SCRUM** methodology
- Explored the **game infrastructure** and communicated with developers

Skills: SCRUM, Lua, Jira, Kanban

EDUCATION

University of Worcester   **Worcester, UK**

Bachelor's in Computer Science/Computer Games Design and Development   May 2022

- Studied **plan-driven** (Waterfall) and **agile** methodologies (SCRUM, Kanban)
- Coordinated a team as project manager and delivered a top tier project of the year
- Built a game engine from scratch using MonoGame in Visual Studio
- Developed an Image Editor as part of a team project
- Wrote the A+ graded dissertation on Adaptive Game Design and AI in Games

INTERESTS

Skills: C#, Unity, OOP, Git, Java, Agile Methodologies, SCRUM, Jira, Confluence

Interests: Games, Basketball, F1, Football