



Teodor-Cristian Lutoiu

ASPIRING GAMES PROJECT MANAGER

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.

SKILLS

- Project Management
- Game Development
- Resource Management
- Risk Management
- Agile Methodology
- Communication Skills

WORK EXPERIENCE

QA Tester 2

Electronic Arts | Oct 2019 - May 2020

- Served as Project Manager in a team of 4 students to develop a side-scrolling adventure game.
- 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.

PROJECT EXPERIENCE

The City Tower Defence

Personal Project | 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.

RELEVANT COURSEWORK

- Applied Software Engineering
- Advanced Game Design & Engineering
- Object-Oriented Design & Development
- Cyber Security
- Systems Analysis and Design
- Advanced Creative Computing

EDUCATIONAL HISTORY

University of Worcester

BSc Hons Computer Games, Design and Development | Graduated in May 2022

Notable Academic Projects

- Dissertation Project – Believability of Artificial Intelligence for Non-Player Characters in Games
 - Investigated player opinions on AI-driven NPCs in games and factors influencing their believability. Proposed improvements to development practices for enhancing player experience. Explored industry capabilities and limitations, identifying concepts for meeting research objectives. One of the few papers to be awarded an A+.
- Down Under – Side-scrolling adventure game
 - The game was commended by the head of school and received an A+ for planning and execution using the SCRUM methodology.
- C# Game Engine
 - Developed a full suite entity-based game engine spanning 2 academic years from scratch, based on the MonoGame framework. The engine features 5 A.I managers which handle scene, entity, collision, navigation, and input management.

Honorable mentions:

- Studied plan-driven (Waterfall) and agile methodologies (SCRUM, Kanban)
- Developed an Image Editor as part of a team project