Vlad-Cristian Puscaru

vlad.cpuscaru@gmail.com +40 736 167 606 Utrecht, Netherlands

Social Media

Personal Website: https://vpuscaru.overthink-studios.com/

Summary

Software Engineer from Romania, with 5+ years of experience and demonstrated abilities in multiple areas of development.

Currently living in The Netherlands, as I decided to go back to school and specialize in game development.

Visit my website to have a look at some of the latest work.

Experience

Full Stack Software Engineer & Team Lead

EPAM Systems • Remote

04/2022 - 08/2023

- Building solutions and conducting maintenance for one of the biggest video game companies in the world
- Leading a team of 5 developers
- Being a mentor and a technology expert

Game Developer

Metawander • Remote

04/2022 - 06/2022

- Building a Virtual Reality video game for an upcoming cryptocurrency
- Creating and managing multiple aspects of game development (**gameplay**, **networking**, avatar rigging and animation)

Software Engineer

Deloitte Digital • Remote

04/2020 - 04/2022

- **Key developer** in one of the impactful projects at a national level COVID-19 digital solution for the **National Health Service (NHS) UK**
- · Leading a team of 7 developers

Software Engineer

Quart Creative Agency • Bucharest

09/2018 - 03/2019

- Delivering custom web solutions, based on given design mock-ups
- Creating in-house tools used by the entire team
- · Learning about design, on top of the programming work

Skills

C, C++, Javascript, Typescript, ReactJs, Unity, AWS, NodeJs, Java, Agile Methodologies, Project Management

Education

Game and Media Technology

Utrecht University • Utrecht 08/2025

• I am back to school in order to specialize and research in game development-related areas such as **graphics**, **physics**, **crowd simulation**

Economic Informatics

Academy of Economic Studies • Bucharest 08/2020

• Final score of 10/10, with the thesis "IoT Solution for Smart Home"

Software Development

STEP IT Academy • Bucharest 01/2019

- Software Development courses at a private institution
- Curricula included: C, C++, C#, Algorithms, and Design Patterns

Languages

English, Romanian