

CRISTIAN MALUS

Game Designer & Programmer | Junior Level

 cristianmaluswork1@gmail.com

 <https://xtr3mem8.github.io/Website/>

 Bucharest, Romania



SUMMARY

Skilled in game design and development with expertise in gameplay mechanics, UI/UX, and custom engine creation. Proficient in Unreal Engine 5 and C++, seamlessly integrating Blueprint and C++ systems to elevate gameplay. Experienced in AI systems, HUD design, and gameplay progression, with a collaborative approach to solving complex challenges and creating engaging player experiences.

EXPERIENCE

Junior Game Designer & Programmer

Indie

-  01/2024 - Present  Bremen Germany
- Developed systems in Unreal Engine 5, integrating both C++ and Blueprint for efficient gameplay mechanics and feature implementation.
  - Created multiple prototypes, including a multiplayer puzzle game that explores innovative mechanics such as server authority, connection replication, and permission systems.
  - Skilled in designing end-to-end gameplay systems, including mechanics for player progression, resource management, and technology upgrades, tailored for RPG and survival genres.
  - Created and iterated on game prototypes across various genres, incorporating innovative mechanics to enhance player engagement and portfolio development.
  - Focused on optimizing player experience through HUD and UI/UX design, including intuitive team-based info displays in multiplayer settings.
  - Proven ability to work across disciplines, including art, design, and engineering, to solve complex gameplay challenges and deliver cohesive, polished experiences.

Analyst Helper (internship)

Enevo Group

-  06/2024 - 08/2024  Bucharest, Romania
- Worked closely with various teams to clarify data requirements and ensure alignment on key metrics, leading to smoother and more cohesive project workflows.
  - Identified and suggested improvements for data entry and retrieval processes, increasing data management efficiency and reducing duplication by 20%.
  - Assisted in gathering, cleaning, and organizing large data sets to ensure accuracy and consistency, reducing data entry errors by 50%.
  - Conducted initial data validation and error-checking, improving data accuracy and supporting informed decision-making for the team.
  - Highlight your accomplishments, using numbers if possible.

EDUCATION

Computer Science (Bachelors)

Constructor University

 09/2023 - Present  Bremen, Germany

Computer Science and Mathematics


Liceul Teoretic Ion Barbu (High School)


 2019 - 2023  Bucharest, Romania


LANGUAGES


Romanian	<div><div></div><div></div><div></div><div></div><div></div></div>	English	<div><div></div><div></div><div></div><div></div><div></div></div>
Native		Proficient	
German	<div><div></div><div></div><div></div><div></div><div></div></div>		
Beginner			

KEY ACHIEVEMENTS

- **Custom Game Engine Development**

Built the foundational framework of a graphics engine using C++ to gain deeper control over rendering, game mechanics, and optimization.
- **Immersive Gameplay Design**

Successfully developed engaging game mechanics and immersive atmospheres that enhance player experience and create lasting impressions.
- **Effective Prototyping**

Created multiple game prototypes with unique mechanics, showcasing versatility in design and the ability to test ideas rapidly for diverse game genres.
- **Technical Problem-Solving Skills**

Demonstrated strong troubleshooting abilities in both engine development and Unreal Engine projects, quickly identifying and resolving technical challenges to maintain project timelines.

SKILLS

Game Design	Game Mechanics
Unreal Engine	Gaea 2.0
Unity Engine	C++ Programming
Prototyping and Iteration	

COURSES

SKVOT- Game Design

A course led by a Lead Game Designer, where we explored concepts of game creation, prototyping, and understanding our roles within a development team.

Harvard Introduction To game Development

An official course provided by Harvard, designed to introduce students to game development and guide them in creating 9 games.

INTERESTS

- **Passionate About Creating Engaging Adventure RPG Shooter Games**

I love designing immersive worlds filled with thrilling exploration, strategic role-playing, and dynamic combat. My goal is to craft compelling narratives and gameplay experiences that captivate and inspire players to keep exploring.