

RADU - ȘTEFAN

TEODOSESCU




GET IN TOUCH.

-  — Sheffield, UK
-  — On Request
-  — contact@radu.design
-  — in/radudesign

SKILLS.

-  — Game Design
-  — Visual Scripting
-  — Tech Design
-  — Level Design
-  — Production

SOFTWARE.

-  — Unreal Engine 4
-  — Jira
-  — Perforce

LANGUAGES.

-  — English (Fluent)
-  — Romanian (Native)
-  — Chinese (~HSK1)

PORTFOLIO.



ABOUT ME.

I run on lists, like this one:

- Promote conversation, explore ideas, settle with a purpose
- Consider systems holistically with the player at the center
- Always improve tools, from methodologies to language
- Stay around those smarter than you
- Sleep on it, solutions require time and perspective



MY EXPERIENCE.



Game Designer

@ Sumo Digital

(2021 - Present) | Junior (2020-2021) | Intern (2019-2020)

Worked on projects:

- Sackboy: A Big Adventure (PS5)
- Spyder (Apple Arcade)



Game Designer & Producer

@ Dynamic Wizard Entertainment

(2012 - 2016)

My game development studio startup working on mobile strategy games.



MY EDUCATION.



BUAS Breda University of Applied Science (former NHTV)

Bachelor Game Architecture & Design / Design & Production

(2016- 2020)

Student projects released:

- Tiles Apart (Google Play & App Store)
- Nice Try, Plane! (Itch.IO)
- Captain Starshot (Steam)



Tudor Vianu National College of Computer Science

Graduate Informatics / Computer Science

(2006 - 2010)

Emphasis on IT, coding, math and physics.