






# R A D U - Ș T E F A N

# T E O D O S E S C U





## GET IN TOUCH.

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## SKILLS.

-  — Game Design
-  — Visual Scripting
-  — Tech Design
-  — Level Design
-  — Agile / Scrum


## SOFTWARE.

-  — Unreal Engine 4/5
-  — Jira / Confluence
-  — Perforce
-  — Adobe Suite / Affinity

## LANGUAGES.

-  — English (Fluent)
-  — Romanian (Native)

## PORTFOLIO.

-  **W**  
Work from 2014 - 2024  
[www.radu.design](http://www.radu.design)



## ABOUT ME.

I run on lists, such as these:

- Work with a multidisciplinary and diverse team
- Explicitly highlight power dynamics
- Foster an open work environment



## 10 YEARS of GAMEDEV



### Dynamic Wizard | Game Design Director | 2021 - Present

Board games development alongside a small team of concept art, and manufacturing.



### Buas | Instructor | 2021 - 2023

Curriculum design, lectures, feedback and grading for year 1 design and production students focused on:

- Game design fundamentals
- UE5
- Production



### Sumo Digital | Game Designer | 2020 - 2021

Modern multiplayer iteration of an established AAA open-world sandbox action shooter franchise.

- [Unannounced]

Metaprogression and cosmetics:

- [Sackboy: A Big Adventure](#) (PS5)



### Sumo Digital | Tech Designer | 2019 - 2020

Blueprinted interactables and puzzle logic in UE4

- [Spyder](#) (Apple Arcade)



### Mindstate | Game Designer & Producer | 2014 - 2017

Design & product management for a mobile startup.



## MY EDUCATION.



### Buas | Alumni | 2016 - 2020

Bachelor Game Architecture & Design / Design & Production