

RADU - ȘTEFAN

TEODOSESCU

GET IN TOUCH.



— Breda, Netherlands



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— contact@radu.design



— in/radudesign

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.



Work from 2014 - 2024
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 | Senior Game Designer | 2021 - Present

Games development for prototypes and board games alongside a small team.



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.

— Systems Design / Combat Design : [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