



## About Me

**AAA Experienced** Game Designer specialized in **Technical, Gameplay** and **System** design. I have **5+ years of experience** working with **Unreal Engine** and **blueprint scripting**.

I possess a **Bachelor of Arts degree** with Honours in **Computer Games Design**.

Created and taught a **Game Design course** for middle-school students.

## Personal Info

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# BOGDAN DUMITRASCU

TECHNICAL GAME  
DESIGNER

## WORK EXPERIENCE



### Technical Game Designer

Gameloft / July 2021 - Present

#### Unannounced project

- **Lead** the team responsible for the entire **shooting experience**.
- Wrote **design documentation** on the game's shooting systems and **weapons**.
- **Prototyped features** using Unreal Engine **blueprint scripting**.

#### Gangstar New York

- I worked on a **AAA project** for **PC / Console** using **Unreal Engine**.
- **Designed** and **implemented** various weapon and shooting systems **from concept to final stage**.
- Designed and **collaborated** with the programming team to create specific **AI NPC systems**.



### Game Development Teacher

2020 - 2021

- **Created** my own **Game Development course** and adapted its materials based on each individual student's experience and how fast they learned.
- Introduced middle-school children to the basic concepts of **Game Design** and **Game Development**.
- Guided them starting from moving objects in the level to creating their own simple and **complex mechanics**, eventually developing their first small **fully playable game**.

## Languages

Romanian Native  
English Professional Capacity

## Developed Games

Gangstar New York	AAA PC
Dream	PC
Drunk Dan	Global Game Jam
Fruitball	Weekly Game Jam
Cyber Gun	PC
Tyana's Adventure	Mobile
Mansion Mystery	VR

## Games I Love !

Red Dead Redemption 2  
Escape From Tarkov  
The Witcher3: Wild Hunt  
PUBG  
Dishonored  
Rocket League  
H3VR  
Project Zomboid  
Insurgency: Sandstorm  
Hunt: Showdown

## EDUCATION



University  
of Suffolk

### Computer Games Design 2018 - 2021

- Obtained a **Bachelor of Arts with Honours** in Computer Games Design with **Grade 2.1**
- **Dissertation** topic: Creating a more realistic guard **AI Template** for Stealth games
- **Primary modules:** Game Design, Game Programming, Level Design, Project Management

## SKILLS

Game Design	Advanced
Technical Design	Advanced
Level Design	Intermediate
Unreal Engine	Advanced
System Design	Advanced
Visual Scripting	Advanced
Autodesk 3DS Max	Intermediate
Jira / Confluence	Advanced
Git / SVN	Advanced
Adobe Photoshop	Intermediate

## NOTEWORTHY EXPERIENCE

- Participated at **multiple editions** of the **Global Game Jam**. Won **2nd place** at the Jam in 2020 with the "Drunk Dan" project.
- Worked on **Beyond Skyrim: Elsweyr**, writing **design documentation** and **3D modeling**.
- Was an **organizer** for the **Game Anglia** event in East of England for 2 years.
- Took part in numerous **Weekly Game Jams**.