

Contact

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 Breda, The Netherlands

Education

2020-2024

Creative Media & Game Technologies

Breda University of Applied Sciences

2016-2020

High School

Theoretical High School "Nicolae Iorga"

Soft skills

Time management

Collaboration

Team leadership

Exploration

Pitching presentations

Software & Skills

Unreal Engine 4 & 5 Quick Prototyping

Unreal Blueprints Visual scripting

Blender Build profiling

Perforce & Git Game networking

Jira Adobe Photoshop

Unity & Godot Outsource work

Python, C# & JS GNU / Linux

C++, PHP Web development

Languages

English, proficient

Romanian, native

Radu Nenu

Technical game designer

Technical designer with over 5 years of game development experience and many more with programming & scripting languages, web development and team management.

I like working on the technical parts of games because they're big complex projects which connect many technologies together, and I find that really satisfying and rewarding.

Experience

2020 - 2024

Breda University of Applied Sciences - CMGT | Breda, NL

Student, Tech. Designer

Since 2020 I've been studying at BUAs and broadening my skillset. I built over 10 games and worked within big and small teams from 3 to 21 members, within roles such as Technical Designer, UI/UX, Producer and level designer, which I've learned lots from.

I'm grateful for joining and going ahead with this study, as I've met many talented and passionate people who helped me build awesome projects.

My favorite BUAs projects: [Vana](#) | [Donut Drifters](#) | [POLYSPACE](#) | [Attic Panic](#)

2018 - 2019

NOC Studios | Bucharest, RO

Product Owner, Tech. Designer for Kronorite

Kronorite is a 5vs5 online multiplayer game made in Unreal Engine 4, where players battle in arenas, unlock cosmetics and rank up their stats. **Released on Steam in 2019.**

- I designed the **UI & UX**, built the maps and models, as well as design and implement the **backbone for the netcode** of the game for dedicated servers & P2P.
- I was also responsible for the **production of the team**, facilitating the team's needs and planning over one and a half years, making sure all features were implemented.
- Among other contributions, I set up **QA pipelines for testing, profiling & debugging**, to enable fast iteration testing, especially when it comes to **networked features**.
- My other contributions include implementing multiple features of the **Steam SDK** such as **steam inventory, steam stats and steam invites/lobbies**.

2012 - 2016

Cactus Craft | Bucharest, RO

Team Manager & Game Designer

Cactus Craft was my Minecraft network of servers and communities. I started it in November 2012 and had to let it go in the summer of 2016 because of time constraints.

- I managed it and grew it to be the largest Minecraft network in Romania, with over 2000 online concurrent players, generating revenue for further improving & growing the equipment used to run everything.
- I worked as a **team coordinator**, as well as a **network developer**. I worked on the **structure of servers and the technical side of setting the entire network powering everything**, as well as on developing my own plugins for my server network.

Hobbies & Projects

 **Playing guitar**
Since 2018

 **Metal shows**
As often as humanly possible

 **Self-hosting**
And data hoarding





