

Skills (Proficient, Competent, Beginner)

Games: Unreal Engine, Defold, C++, C, Lua, Computer Graphics, GLSL, OpenGL, Metal, FMOD
Web: React, Node.js, JS, CSS, TypeScript, FlowType, Redux, Socket.io, MaterialUI, ReactBootstrap, Styled Components, MobX, SQL, Redis, MongoDB
Mobile: React Native, Objective-C, Swift, SwiftUI, Java, JNI
Tooling: Git, Vim, Bash, Docker, Networking, Server deployment, CI/CD, Github Actions, Python
Misc: Arduino, Embedded AVR, Embedded ARM, Bluetooth LE, Electronics, Compilers, Security, UI/UX, Sound design
Hobbies: LARP, Tabletop, Improv theatre, DIY, Sewing, 3D CAD, Piano, Singing, Music production

Notable Projects

The Gods are Fickle

- Led the development of a [turn-based multiplayer tactics game](#) in Unreal Engine.
- Designed architecture, wrote game logic, editor tooling, multiplayer, AI, Node.js multiplayer backend and other systems.

Fuioir

- Built programming language for narrative design. Compiles to Lua. Syntax and linting plugins for Vim, VSCode and Atom.

Interrogation

- Led development for launched conversational puzzle game. Defold, Fuioir.
- Developed web-based (React, Redux) [tool](#) for designing complex conversational trees.
- Managed build automation, releases and updates on Windows, macOS, Linux, iOS, Android and Nintendo Switch.

Good Morning A.I.

- Led development for visual novel with tower defense component. Defold, Fuioir.

Kamua

- Wrote front-end for a web-based AI-assisted video editor. React, MobX.

SmartSous

- Wrote the client-side (React Native), the data collection I/O (Node.js) and the embedded firmware (Arduino + AVR C) for a cooking-related IoT project for a customer.

Experience (full list on [LinkedIn](#))

Senior Programmer

[Ubisoft](#) (2023-present)

- Part of the team maintaining and developing gameplay features for [Tom Clancy's Division 2](#), a AAA multiplayer live game (C++).

Co-Founder, Lead Developer

[Critique Gaming](#) (2015-2023)

- Lead developer for [TGAF](#), [Interrogation](#), [GMAI](#) and several other in-house or commissioned Defold or React projects, leading a team of two other programmers.
- Built full-stack data collection solution for a commissioned research game. (React, Node)
- Experience with CI/CD, build pipelines, network and system administration.

Senior Frontend Developer

[Kamua](#) (2018-2019)

- Wrote frontend for web video editor.

Senior Frontend Developer

[DocProcess](#) (2017-2018)

- Wrote frontend for an invoice processing web platform with React, Redux.

Software Engineer

[Learn Forward](#) (2014-2015)

- Developed authoring tool for HTML5 collaborative text-books. Backbone.js, Gulp.

Bachelor's Degree, Computer Science

[Polytechnic Univ. of Bucharest](#) (2013-2017)

Misc. experience

- Developed two iOS jailbreak tweaks (reverse-engineering Objective-C APIs).
- Wrote cross-platform game engine from scratch (C++, Lua, OpenGL).
- Wrote debate tournament tabulation software (Angular).
- Debate trainer for two years for a group of high-schoolers.