



Denis Codreanu

Game Systems Programmer

denis@codrea.nu

relocation possible Malmö, Sweden

Education

→ The Game Assembly, Malmö ongoing

Game Programming

Higher Vocational Education Aug. 2024 - Apr. 2027

- Agile work in interdisciplinary projects
- Built custom C++ game engine for projects
 - Focus on efficient, easy-to-use systems
 - FMOD integration for game audio
 - Integrated Rive C++ runtime for high-quality UI, despite minimal documentation
- Built MMO boat game (specialization)
 - Including new cross-platform C++ game engine
 - CI/CD pipeline
- Five completed games
 - One built with ECS via EnTT
- Winner of TGA Game Jam 2025 (John Taser Dreams)

LBS Kreativa Gymnasiet, Göteborg

Game Development, programming

Upper Secondary Education Aug. 2021 - Jun. 2024

- Built a real-time collaborative music platform around Spotify API, with live chat and shared listening sessions as my solo final project
- Game development with Unity Game Engine (C#)
- Gameplay programming and level design
- Project lead for interdisciplinary projects

Work Experience

Freelancing Nov. 2019 - Apr. 2023

Programming & UI/UX Design

Full stack development and design work for small businesses and startups. Designed and built landing pages, created Node.js and Python backends, and built automation tools.

Tools

- Visual Studio VS Code
- Unreal Engine Unity
- Perforce (P4V) Git
- FMOD Studio Rive
- Ableton Live FL Studio

Programming

- C++ C# Python
- JavaScript TypeScript
- HTML CSS

Languages

- Swedish Fluent (C2)
- English Fluent (C2)
- Romanian Conversational (B1)

About

Game systems programmer focused on maintainable and performant game systems.

Passionate about core user experience areas like UI & Audio.

Links

- [codreanu.itch.io](https://github.com/codreanu)
- [linkedin.com/in/codreanu](https://www.linkedin.com/in/codreanu)



Portfolio

<https://codrea.nu/>