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
- Six 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

linkedin.com/in/codreanu

Portfolio

https://codrea.nu/