Games Programmer
Andrei-Ionut Bila-Nicola

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Profile:

I am a highly passionate and driven game development programmer with experience in C# and Unity. During my time at college, I have actively sought opportunities to immerse myself more in game development, allowing me to hone my technical skills and my problem-solving abilities. I am enthusiastic about creating immersive games and I would thrive in a team environment that would encourage learning and innovation.

My goal is to contribute to a team where I can find greater obstacles that would hone my skills to another level and showcase my expertise to creating and delivering high-quality games, I am keen to bring my passion, technical proficiency, and dedication to any project I undertake.

Technical Skills:

- Proficient in C# and C++
- Flexible at learning other languages if required
- Knowledgeable in utilising Unity and Unreal Engine
- Efficient at creating rapid prototypes

Soft Skills:

- I am a well-versed problem-solver, my speciality concluding action gameplay mechanics such as state machines with complex mechanics for AI and character-related ability mechanics.
- I excel at clearly communicating my intentions with the team and articulating my goals to the team, facilitating effective collaboration and prompt resolution of problems.
- I am accustomed to working collaboratively on programming projects as well as non-programming tasks, adapting on the spot seamlessly to team dynamics

Experience:

University Hosted Game Jam Winner
- The project is a small Tower Defense game and I worked as a game developer covering most of the main core gameplay mechanics.

- This was my first collaborative project and gained valuable teamwork experience and got a good understanding of how to work together as a team.
- The timeline was short, so there was a large need for rapid prototyping specifically for the pathfinding of the enemies.
- I have also played a major part in organizing tasks across our team to make sure we can finish the deadline within the time allocated.

[Brackeys Game Jam 2024.1](#)

- This truly pushed my problem-solving skills to the limit as I decided to do it in the time span of two days and managed to get it to a satisfactory point.
- It was done in C#, and I was alone the entire time, this was quite the challenge especially since I decided to try to implement my first state-machine utilized by a Boss Type Enemy.

Education and Qualifications

Evesham College

Graduated with the following qualifications:
- Pearson BTEC Level 3 National 540 Diploma - Creative Media Practice - Pass
- Pearson BTEC Level 3 National Foundation Diploma - Esports - Pass

The De Montfort School

Graduated with the following qualifications:
- AQA - Combined Science Trilogy Tier F - 5 5
- AQA - Geography - 5
- AQA - Mathematics Tier F - 5
- AQA - English Language - 6
- AQA - English Literature Option NM - 4
- WJEC/GCS Business - 6
- OCR - Computer Science - 6

Interests

- I am very passionate about action games, specifically within the MMORPG genre from Korea. I do also enjoy MOBAs, Shooters and indie Roguelikes.
- I love watching animes from the casual and shonen genre as they display a high level of fantasy which I find intriguing.
- I find myself also sometimes diving into light novels and mangas.