



Lucian Duscian

JUNIOR GAME DEVELOPER AND
PROGRAMMER

Details

Chisinau
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DATE OF BIRTH
27/07/2001

Links

Portfolio Website
LinkedIn

Skills

C++
Java
C
C#
HTML
CSS
DevOps/Jenkins
Unreal Engine 4/5
Unity
SDL
DirectX Libraries

Languages

Russian
French
English
Romanian

Profile

Dynamic Junior Game Developer and Programmer with two years of diverse experience in gameplay and AI programming, driving innovation in game design. Proficient in C++, C#, and Unreal Engine, adept at enhancing player experiences through robust coding and collaborative development. Skilled in establishing automated build pipelines and integrating platform features to optimize performance and engagement. Committed to continuous improvement and excellence in coding practices, ensuring efficient and maintainable solutions that elevate gaming projects.

Employment History

AI/Generalist Lead Programmer, DuskForge Studios, Southampton

SEPTEMBER 2023 – JUNE 2024

- Led a team of four in delivering AI features for 'Night in Sanguimesia', focusing on NPCs and boss encounters.
- Developed core systems for 'Echoes of The Abbey', including interaction, inventory, and character AI.
- Collaborated with a large team on production of two games, enhancing team dynamics and project timelines.
- Implemented coding best practices, ensuring efficient and maintainable code across projects.
- Engaged in testing and debugging processes to refine gameplay experience and optimize performance.

Generalist Programmer/DevOps/Release Engineer, Waterfoul Studios, Southampton

SEPTEMBER 2024 – PRESENT

- Developed game features for isometric 2.5D arcade-style tank shooter, enhancing gameplay mechanics and user engagement.
- Established and maintained automated build pipeline using Jenkins and Google Cloud, optimizing build and delivery efficiency.
- Released game on Steam, ensuring smooth integration and user experience with platform features.
- Integrated Steam achievements, boosting player motivation and retention.
- Collaborated with cross-functional teams to refine game design and troubleshoot technical issues.

Education

MSc Computer Science - Prospective, University of Bath

SEPTEMBER 2025 – JULY 2028

I am currently undertaking an online part-time master's course in Computer Science in order to hone and further develop my programming skills. I would like to dive deeper into topics such as AI, Cybersecurity and Software Development.

BSc Game Development Technology (First Class), Southampton Solent University, Southampton

SEPTEMBER 2022 – JUNE 2025

Final year project: First Person Shooter Tech DemoThe final project is a tech demo including popular game mechanics that first person shooters usually have, with an emphasis on new features.

A Level, Ashford School, Ashford

SEPTEMBER 2018 – JUNE 2020

Mathematics (A) , Computer Science (B), Economics (A), French (A*)