

Nicolae Codreanu

Senior UI Developer – Mobile and Console Gaming

nicolaecodreanu@yahoo.com | +40767567486

SUMMARY

Senior UI Developer with 10+ years of experience in gaming industry, specializing in the technical development of robust, responsive, and scalable UI systems using Unreal Engine and Unity 3D. Proficient in building performance-optimized interfaces, implementing complex UI mechanics, and integrating seamless user experiences across multiple platforms. Proven track record of delivering efficient, clean code and leading UI development processes in agile environments to meet both player needs and project goals.

SKILLS

UI/UX Development: Advanced development of UI systems, HUDs, in-game menus, and player interfaces.

Game Engines: Unreal Engine, Unity 3D.

Programming Languages: C++, Blueprint scripting (Unreal Engine), C#, AS3, HTML, CSS.

Tools: Figma, Photoshop, Animate.

Version Control: Perforce, Git, Svn.

Cross-Platform Development: Implementing consistent UI across iOS, Android, and console devices.

Agile/Scrum: Participated in sprint planning, task estimation, and collaborative development in agile environments.

Collaborative Tools: Jira, Confluence.

EXPERIENCE

Senior UI Developer / Team Lead Developer

Gameloft | Bucharest, Romania | Dec 2013 – Present

Key Projects: Mobile FPS, Action Adventure, Role Playing, Strategy, Casual

Led the development of core UI components, including navigation menus, inventory systems, shops and HUDs, ensuring a smooth and intuitive user flow across all game stages.

Flash Developer

Softwin | Bucharest, Romania | Jul 2013 – Dec 2013

Key Projects: Interactive Learning Modules, Educational Games

Developed interactive Flash-based educational applications, including quizzes, simulations, and tutorials, aimed at improving student engagement and learning outcomes.

Front-End Developer

Republika Interactive | Bucharest, Romania | Apr 2009 – Jun 2013

Key Projects: Corporate Websites, Responsive Web Applications

Developed and maintained responsive websites using HTML5 and CSS3, ensuring cross-browser compatibility and optimized performance across various devices

Junior Front-End Developer

Activesoft | Bucharest, Romania | Jun 2007 – Apr 2009

Key Projects: Landing Pages, News Websites

Developed and maintained responsive websites using HTML, CSS, and basic JavaScript, ensuring an optimal user experience across various browsers.

EDUCATION

Bachelor of Science in Engineering (Remote Control and Electronics in Transport)

University POLITEHNICA | Bucharest, Romania | Graduated: 2010

PROJECTS

Undisclosed Console Game (Present) - Unreal Engine 5

Setting up the core modules, plugins and UI components to be used in the upcoming game.

March of Empires (2025) - Unreal Engine 5

Migration of a complex UI system from ActionScript 3 (AS3) to Unreal Engine, focusing on the seamless transition of a vast number of menus. Rebuilt and optimized UI components ensuring improved performance and functionality across multiple platforms.

Disney Dreamlight Valley (2022) - Unity3D

Focused on troubleshooting, and resolving UI-related bugs in key game components, including menus, inventory systems, and character interactions.

Sniper Champions (2021) - Unity 3D

Took over UI development post-launch, focusing on enhancing and refining in-game interfaces, including HUD elements and player progression systems. Led efforts to optimize UI performance, implement new features, and address player feedback.

Sniper Fury (2015) - Flash / AS3

Led the development of core UI systems. Oversaw a team of developers to ensure seamless integration of UI elements with gameplay mechanics. Managed cross-team collaboration to deliver key features on time.

Modern Combat 5 (2014) - Flash / AS3

Contributed to the development and optimization of key UI elements, including HUD components and multiplayer interfaces. Enhanced performance across multiple platforms by reducing memory usage and improving responsiveness.