GAVRIIL BIDASCA

Senior Game Designer & Lead Game Developer (F2P / LiveOps / VR)

Romania (Open to On-Site Bucharest, Remote, or Relocation) • English (Proficient) & Romanian (Native)

PORTFOLIO & LINKS
gavriil.bid
LinkedIn / Case Studies

I design, balance, and build free-to-play multiplayer and VR games from initial concept through launch and long-term LiveOps. My work combines product ownership with hands-on implementation: game design documentation, F2P economy modeling, player behavior and retention analysis, UI/UX flows, and leading multidisciplinary teams of ~15 across development, art, and QA.

~25K	7+ years	F2P & VR	~15
Peak concurrent players	Game design & development	LiveOps & Meta Quest	Team members coordinated

SELECTED EXPERIENCE

XOX Studio
Lead Game Designer & Developer | 2021–present

Joined at inception and led blank F2P projects from initial product vision into live games reaching ~25,000 concurrent players.

- **Vision & Documentation:** Define core gameplay loops, feature specifications, UI/UX user flows, and implementation-ready User Stories and tasks for production.
- **Economy & Balancing:** Design and tune F2P game economies, currency sinks/sources, level progression curves, difficulty scaling, and reward pacing.
- **Player Behavior & LiveOps:** Analyze retention, session length, progression bottlenecks, churn, and conversion data to drive live updates and experiments.
- **Team & Technical Leadership:** Coordinate a ~15-person multidisciplinary team (Engineering, 3D Art, UI, QA) while contributing hands-on gameplay, data, and anti-exploit architecture.

Meta Horizon Worlds
VR Game Designer & Insider Developer | 2023–present

Confidential spatial game design and prototyping for Meta Quest standalone VR hardware under strict platform constraints.

- **VR/MR Interaction Design:** Design and script spatial mechanics, 3D UI flows, and comfort-first user interactions optimized for standalone headsets.
- **Platform Testing & Feedback:** Evaluate pre-release tools, identify API limits, and deliver structured design and usability reports under NDA.

Mac & Cheeese
Lead Game Designer & Creative Owner | 2021–present

- Author game design docs, economy prototypes, and art direction for investor-backed original multiplayer IP from concept to playable builds.

Earlier Live Game Contributions
Gameplay Programmer & 3D Artist | 2018–2021

- Contract work on high-traffic titles including *Taxi Boss* and *The Drive*, shipping modular client systems, UI flows, and optimized 3D assets.

WORK PROFILE

Game Design & Product
- F2P economy modeling & balancing
- GDDs, specs, user flows & User Stories
- Retention, funnel & churn analysis
- LiveOps events & A/B experimentation
- VR/MR spatial interaction design
- Cross-team leadership (Dev, Art, QA)

Engines & Tools
- Unity & Godot (Gameplay & Shaders)
- Roblox Studio / Luau / Lua
- Spreadsheets / Economy Modeling
- Blender / 3D Asset Pipelines
- C++ / Python / Git / Linux

Platform Credibility
- Meta Horizon Worlds Insider (Meta Quest)
- Investor-backed original game IP lead
- Roblox creator testing & feedback
- Proven track record under strict NDA

Independent Technical R&D
Unity and Godot gameplay prototypes, custom GLSL lighting shaders, Apple Silicon binary translation (M32), embedded C++ telemetry (ESP32/RP2040), and local AI workflows (Ollama/MCP).

Available for Senior Game Designer, Product Lead & Lead Developer roles — On-site (Bucharest), remote, or relocation. **gavriil.bid**