

GAVRIIL BIDASCA

Lead Game Developer

Romania | Remote work | Open to international relocation

bidascagavriil@gmail.com | gavriil.bid | [LinkedIn](#)

I build multiplayer games from prototype to live operation. At XOX Studio, my work spans gameplay systems, exploit response, and coordinating a multidisciplinary team.

~25K peak concurrent players

Across the XOX Studio portfolio

Multidisciplinary team of ~15

Help coordinate development and review work

SELECTED EXPERIENCE

XOX Studio

Lead Developer | 2021-present

- Helped build early games from an empty Roblox place to release, with hands-on ownership across gameplay, UI, data integration, and production tooling.
- Investigated live exploits, strengthened server-side transaction and inventory validation, and shipped fixes while maintaining connected game systems.
- Review code, establish practical standards, and coordinate developers, artists, and designers while continuing hands-on implementation.

Meta Horizon Worlds

Insider developer program participant | 2023-present

- Build spatial interactions, scripted UI, and optimized environments within standalone VR hardware and platform constraints.
- Test pre-release tools and provide platform feedback. Project-specific details are covered by NDA.

Earlier Roblox contributions

Contract programmer / 3D modeler | 2018-2021

- Contributed primarily as a 3D modeler to Taxi Boss and The Drive, producing optimized assets that fit established visual styles and production pipelines.
- Broader contract work included client-side scripting, UI replication and latency fixes, lighting, and visual effects.

INDEPENDENT SYSTEMS DEVELOPMENT

M32 - Intel Mac compatibility runtime (in development). I'm building a runtime that loads and executes original 32-bit Intel macOS binaries on Apple Silicon, translating system and graphics calls into native functionality.

TECHNICAL SKILLS

Professional: Lua / Lua, Roblox Studio, Unity, Godot, gameplay and multiplayer systems, server-side validation, live operations, code review, Blender, Git.

Technical exploration: Shaders, C++, Python, embedded Linux, and local AI tooling.

Original projects: Game concepts, playable prototypes, systems, and visual direction through investor-backed Mac & Cheese.

Seeking gameplay, systems programming, and technical leadership roles

Employment, freelance, and contract opportunities | Romanian and English