



RADU SERGIU GUGLES

Software Developer · Full-Stack · Game Development

+39 320 825 2723 · gugles.radu@gmail.com · Turin, Italy

[GitHub](#) · [Portfolio](#) · [LinkedIn](#)

PROFILE

Software developer with over 3 years of hands-on experience across full-stack and game development, gained through independent personal projects and multidisciplinary teams using Agile/Scrum. I have designed and built complete applications, from backend and authentication to user interfaces, with particular attention to modular architecture, code quality and concrete problem-solving. Solid skills in C#, C++, TypeScript and Unreal Engine 5. Currently engaged in continuous learning (a Computer Science degree and an AWS certification in progress) and looking for a developer role where I can contribute from day one and grow over the long term.

TECHNICAL SKILLS

Languages: C#, C++, TypeScript, JavaScript, Python, Java, Kotlin, PHP

Frontend / Markup: HTML, CSS, XML

Frameworks & Engines: Next.js, .NET, Unreal Engine 5 (Blueprint + C++), Unity, Android Studio

Backend, API & Cloud: REST API, Supabase, Railway, AWS (fundamentals, in progress)

Databases: PostgreSQL, MySQL

Shaders & VFX: HLSL, VFX Graph (Unity)

Tools & Methodologies: Git, CI/CD, Agile/Scrum, OOP, modular software architecture, UI/UX

SOFTWARE PROJECTS

Krou · Full-Stack Developer · Personal project

Next.js · TypeScript · Supabase · PostgreSQL · Railway · REST API

- Full-stack design and development of a SaaS for QR-code digital menus: server-side code generation and dynamic menu rendering for restaurant customers.
- Authentication system with a waiting list and manual approval: on sign-up the account stays locked until it is enabled, preventing unauthorized access.
- Menu-management dashboard (adding, editing and removing dishes and categories) with an interface designed for non-technical users.
- Deployed on Railway (backend/DB) and Supabase (auth/storage) with a custom domain. Built end-to-end; source code available on GitHub.

ACADEMIC PROJECTS · GAME DEVELOPMENT

Projects built in multidisciplinary teams (programmers, artists, designers) using Agile/Scrum.

Arxcana · Lead Developer

Unreal Engine 5 · C++ · Blueprint · Game Systems Design

- Design and implementation of the gameplay system: interactive tarot-card carousel, per-card power logic and integration with environmental puzzles.
- Development of the full game loop — game-state management, win/lose conditions, transitions — with a modular Blueprint architecture and critical components in C++.
- Systems architecture designed to be extensible: adding new cards or puzzles requires no changes to existing code.

Carpe Noctem · Gameplay & Shader Programmer

Unity · C# · VFX Graph · HLSL · Dialogue System

- Development of a custom blood shader in HLSL with VFX Graph: liquid simulation, dissolve and particle systems optimized for real-time performance.
- Implementation of the dialogue system with branching dialogue trees and narrative-state management for a visual novel.
- Development of the bartender simulation logic: ingredient handling, recipe validation and visual feedback for player actions.

Rhino Blocks · [Lead Developer](#)

Unity · C# · Grid System · Pathfinding · UI/UX

- Design and implementation of the grid system based on a 2D array for placing and validating path blocks.
- Development of a custom navigation algorithm: the sprite travels the grid following the blocks placed by the player, simulating smooth, directed movement without engine physics.
- Full implementation of the UI in Unity (Canvas): main menu, settings, profile system, level selection and HUD, including 2D graphics.

EXPERIENCE

Watersports & Customer Service Attendant · [Grecotel Lux Me](#) · [Kyllini](#)

June 2026 – September 2026

- Equipment assistance and rental for international guests; daily use of English in a tourism setting.

Warehouse Associate · [Amazon Fresh](#) · [Turin](#)

March 2025 – March 2026

- Management of inbound/outbound flows while consistently meeting productivity KPIs and shipping deadlines.
- Training and mentoring of new hires on operational procedures and safety standards.

Sales Assistant – Events & Fairs · [Damaichi](#) · [Turin](#) & [Perugia](#)

March 2021 – September 2021

- Customer service and till operation in high-traffic, fast-paced settings.

EDUCATION

Bachelor's Degree in Computer Science for Digital Business · Pegaso Telematic University	2026 – present
Master's in Game Development — Unity & Unreal Engine 5 (C# & C++) · Event Horizon School	2022 – 2025
Technical Diploma – Software Programmer · Meg Italia Srl	Sept 2019
Scientific High School Diploma – Applied Sciences · I.I.S. Curie Vittorini	2014 – 2019

CERTIFICATIONS & ADDITIONAL TRAINING

AWS Certified Cloud Practitioner (CLF-C02) — in preparation	2026
NEXT PULSE — Talent Program with Zenita Group · Cybersecurity · Digital Transformation · AI & IoT	Jun 2026

LANGUAGES

Italian native · **Romanian** native · **English** fluent · **Spanish** B2

I authorize the processing of my personal data pursuant to Italian Legislative Decree 196/2003 and the GDPR (EU Regulation 2016/679) for recruitment and personnel selection purposes.