

Paul Stefanescu

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Education

- B.Sc. University of Manchester**, Computer Science with Industrial Experience. 2017 - 2021
- **Final year university project** 3rd Person Multiplayer Arena Shooter with 3D environment procedurally generated at run-time, **Unreal Engine**
 - Implemented features, fixed bugs, and refactored code on a large open-source MMORPG in Java.
 - Designed a reinforcement learning bot to play and win a real-world game (Mankalah)
 - Created a Web Application on AWS, from initial pitch and design to final implementation and deployment.

Experience

- Codemaster, Electronic Arts**, Software Engineer Birmingham, England
2022 - Present
- **Formula 1 franchise** Ego Engine - C++
 - Created the **Dynamic Objectives** system for F1 24 - a lightweight system that analyses player actions, the current state of the race, and offers customized goals.
 - Participated in the **full development cycle**, including planning, design discussions, cost estimations, back-and-forth iteration, and bug fixing.
 - Integrated new features and changes into the complex 15+ years old codebase while ensuring build stability.
 - Daily development relies heavily on **system design, reverse engineering** and **communicating effectively** with other teams and disciples.
 - Gave internal **talks** and **presentations** on new technology and cross-discipline features within the game.
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- Wushu Studios**, Junior Game Programmer Liverpool, England
2021 - 2022
- **Destruction Allstars** Unreal Engine - C++
 - Worked collaboratively with a small team. Adapted quickly to working remotely by building strong professional working relationships.
 - Refactored User Interface code with an emphasis on future-proofing and good coding practices.
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- d3t Ltd**, Game Programming Intern Runcorn, England
2019 - 2020
- **Mafia 2 Definitive Edition** Proprietary Engine - C++ - *2K Games, Hangar 13*
 - The only programmer assigned with adding **new** content to the game.
 - Tasks relied heavily on **reverse engineering**, knowledge sharing within the team and a good understanding of the 2007 game code.
 - Implemented crucial fixes for game-breaking bugs, **repaired the build pipeline** for localisation and identified and reinstated missing assets.
 - **The Callisto Protocol** Unreal Engine - C++ - *Striking Distance Studios*
 - Developed the blood & gore system as part of a small team.
 - Implemented engine and editor changes to help the collaboration between programmers and artists.