

# SEBASTIAN DASCALESCU

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Breda, Netherlands · Portfolio: <https://sebisebas1524.github.io/>

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GitHub: <https://github.com/SebiSebas1524>

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Tools and engine programmer focused on building robust pipelines and gameplay systems. Comfortable in C++, C#, and Python, with experience in Unreal, Godot, and custom engines. I enjoy improving iteration speed and collaborating across disciplines.

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## Key competence and skills

- **Programming Languages:** C++, C#, Python
  - **Engines:** Unreal Engine, Godot, Custom C++ engines
  - **Tools:** ImGui, EnTT, GLTF, Cereal, Jenkins, Perforce, Git
  - **Focus:** tools development, engine systems, profiling, iteration pipelines
  - **Debugging:** Memory and CPU Profiling, cross-platform development Scrum/Agile, Teamwork, Time Management, Problem-Solving, Critical Thinking
  - **Languages:** Romanian (native), English (professional working proficiency)
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## PROJECTS

### Wasp Engine - FPS Custom Engine (Year 2)

Feb 2025 - Apr 2025

- Built a Blender pipeline add-on for tags, paths, interactables, and collision.
- Implemented interactable systems (buttons, doors, audio points, pickups).
- Improved collision imports and supported Jolt integration.

### Level Streaming in C++ - Self-study (Year 2)

Nov 2024 – Jan 2025

- Built async streaming for GLTF assets with frustum culling.
- Implemented multithreaded loading with std::promise/std::future.
- Added minimap and memory profiling tools.

### Going Bonkers – Team Project (Year 2)

Apr 2025 – Jun 2025

- Programmer lead: CI/CD with Jenkins and itch.io deployment.
  - Implemented level streaming and stitched multi-level workflow.
  - Supported QA processes and technical support for the team.
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## EDUCATION & CERTIFICATIONS

### Bachelor of Science

Creative Media & Game Technologies, Programming (2023-2027) @ Breda University of Applied Sciences, Breda, Netherlands

### Mathematics - Intensive Computer Science

School Diploma (2011-2023) @ Pedagogical National College "Constantin Brătescu", Constanta, Romania

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## EXTRACURRICULAR ACTIVITIES

### BUas Portfolio Day 2026

Volunteered with setting up Portfolio Day at the Breda University of Applied Sciences.

### Global Game Jam 2026

Participated in the Global Game Jam'26 held at the Breda University jam-site together with 9 peers to build a game in 48 hours