

SEBASTIAN DASCALESCU

business.sebastian1524@gmail.com · +4021905046

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

LinkedIn: in/sebastian-dăscălescu

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

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.

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)

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.

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

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