

VICTOR VARLAN

SUMMARY

Experienced Game Designer with over 21 years in the game development industry specialized in game mechanics design, combat design and 3Cs. Proven track records in leading design and multidisciplinary teams for implementing complex features and delivering high-quality content across PC and mobile titles. Proficient in Unreal Engine and game systems prototyping with a strong passion for innovation.

EXPERIENCE

Senior Game Designer

AMC Studio | Remote | June 2025 - Present

Undisclosed AAA Project (PC, consoles) – UE5

- Responsible for designing various encounters supporting the core gameplay that relies on dynamic combat, stealth opportunities and traversal scenarios.
- Setting layout by gray boxing or already made prefabs, setting up enemies configurations, assigning them various tasks, iterating based on feedback.

Principal Combat Designer

9 Lives Interactive | Remote | December 2022 – May 2025

Nyan Heroes (PC) – UE5

[\(Trailer\)](#)

- Responsible for core combat systems across gameplay and hero design.
- Designed and tuned character abilities, weapons, and core combat mechanics to deliver responsive, skill-based gameplay.
- Implemented and iterated on camera behavior and basic locomotion to enhance feel and clarity in third-person combat.
- Collaborated closely with animation, VFX, and engineering teams to ensure seamless integration of all systems and features.
- Led prototyping and balancing of hero kits to support distinct playstyles and competitive viability.



CONTACT



+40 723 97 06 97



victor.varlan@gmail.com



www.victorvarlan.com



linkedin.com/in/vvarlan



Bucharest, Romania

EDUCATION

ENGINEER DEGREE (Master)

Specialization: Electrical Drives
Faculty of Electrical Engineering
University Politehnica of Bucharest
2004

LANGUAGES

Romanian - native
English - proficiency (C2)

Lead Game Designer

Gameloft | Bucharest | 2019 - 2022

Gangstar New York (PC, Consoles, Mobile) – UE4 [\(Steam Page\)](#)

- Led a team of 7 designers to ensure feature alignment with the game vision.
- Designed 3Cs (Camera, Control, Character) and gameplay systems and fully implemented Camera system.
- Developed shooting mechanics, AI behavior, and gadget systems using Blueprints.
- Created Editor Utility Widgets to enhance design workflows.
- Participated in recruitment and team management decisions.

Game Designer

Gameloft | Bucharest | September 2008 - 2018

Modern Combat 5: Blackout (2014 - 2018) - [\(Trailer\)](#)

Combat Designer & Multiplayer Designer

- Designed weapons, specializations, and multiplayer features for Modern Combat 5.
- Created level layouts, cinematic scripts, and mission flows across multiple titles.
- Helped evolve Modern Combat 5 into a top-grossing mobile FPS.

The Dark Knight Rises (2012 - 2014) - [\(Trailer\)](#)

Combat Designer & Mission Designer

- Designed and refined combat mechanics, including encounter flow and enemy behavior across various combat scenarios.
- Supervised animation development for key characters to ensure alignment with combat design.
- Collaborated continuously with the programming team to enhance the underlying combat system engine.
- Prototyped and developed two story-driven missions from concept to implementation.

Backstab (2011 - 2012) - [\(Trailer\)](#)

Mission & Level Designer

- Designed and prototyped the layout for Puerto Imperio, a Spanish Inquisition-inspired city, including main and side quests.
- Scripted three open-world story missions and two platforming levels, integrating narrative and gameplay flow.

CERTIFICATIONS

An Introduction to Interactive Programming in Python

RICE University Houston
Online course organized by Coursera
License Statement of Accomplishment
2014

Programming for Everybody (Python)

University of Michigan
Online course organized by Coursera
License Statement of Accomplishment
2014

Video Games and Learning

University of Wisconsin-Madison
Online course organized by Coursera
License Statement of Accomplishment
2013

CONFERENCES

Unreal Fest Europe 2019
Prague

Dev Play Bucharest 2019

Brother In Arms 2: Global Front (2010 - 2012) -

([Trailer](#))

Mission & Level Designer

- Designed and implemented three missions across different campaigns (Desert Sun, Questions, Into the Fray) from prototype to final polish.
- Responsible for layout design, mission scripting, dialogue integration, in-game cinematic camera sequences, sound, and VFX.

Terminator Salvation (2009 - 2010) -

([Trailer](#))

Mission & Level Designer

- Developed three story missions (Machine War, Rebirth, Escape) from layout prototyping to final gameplay implementation (including cinematics, sound & dialogues)

Wild West Guns (2008 - 2009) -

([Trailer](#))

Level Designer & Scripter

- Designed and scripted three modular environments (Cemetery, Town, Bar), each with unique challenge variations supporting progressive gameplay.

Java QA Compatibility Team Manager

Gameloft | Bucharest | 2005 - 2008

- Managed a QA team of 30+ members, overseeing compatibility testing on various mobile devices.
- Coordinated mass port testing and issue resolutions for prototype devices..

QA Tester

Gameloft | Bucharest | 2004

- Conducted manual game testing for stability, stress, and connectivity.
- Reported and validated bugs; maintained documentation.

RELATED EXPERIENCE

- Game Engines: Unreal Engine, proprietary in-house editors, Scripting: Blueprints, Lua, C++ (basic), Python (basic)
- Graphics/Editors for prototyping and sketching: 3DMax, Adobe Photoshop, Corel Graphics Suite, ZBrush
- Programming: Python (beginner), C++ (beginner)
- Microsoft Office (Excel, Word, Access, Power Point, FrontPage), Open Office
- Project management: Azure, JIRA, Confluence, Notion, Miro

HOBBIES

Board Games
Rock climbing
Hiking
Biking
Guitar
Music
Movies
Photography