



Daria Radu

Software Engineer

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📍 Copenhagen, Denmark

Innovative software engineer and game developer with expertise in artificial intelligence, game programming, and web development. Highlights of my career include fully developing the infrastructure and AI models for Spoils, a pioneering card game featured in Saltsea Chronicles, the critically acclaimed release from Die Gute Fabrik.

My work earned me the privilege of being a speaker at various industry events, including the Game Developers' Conference (GDC) and Devcom, showcasing the intersection of AI and interactive entertainment. Currently at modl.ai, I lead teams developing state-of-the-art AI solutions to enhance gameplay and player experiences.

AREAS OF EXPERTISE

Programming

Software Infrastructure

Artificial Intelligence

Backend Web Development

Team Leadership & Supervision

Project Management

Debugging

Databases

WORK EXPERIENCE

Software Engineer III - Game Tech Integration

11/2023 - Present

Modl.ai

Copenhagen, Denmark

- **Tech Lead** managing and delivering projects in Unity and Unreal Engine, leveraging expertise in **C#, C++, and Python**
- Skilled in **collaborating with partners and clients**, integrating technology across diverse game genres.
- Proficient in developing and implementing **QA tools, machine learning (ML) solutions, and data collection frameworks** within Unity and Unreal game engines.

Game Programmer (AI Focus)

11/2021 - 10/2023

Die Gute Fabrik

Copenhagen, Denmark

- **Led the development of Spoils**, an innovative card game featured within the critically acclaimed *Saltsea Chronicles*.
- Implemented **machine learning models using Deep Reinforcement Learning** and Unity ML-Agents, advancing gameplay intelligence and player interaction.
- Developed key game features, including **Accessibility and Settings**, to improve usability and ensure an inclusive player experience.

Software Engineer

12/2020 - 11/2021

Zendesk

Copenhagen, Denmark

- Contributed to the development of the Guide product by expanding existing features and revamping key functionalities, including Help Center Requests, to improve **user experience and system performance**.
- Gained hands-on experience in **Backend** and **Frontend** development, utilizing **Ruby, React.js, and TypeScript** to deliver robust and scalable solutions.

EDUCATION

Master of Science in Games (Technology)

IT University Of Copenhagen

2019 - 2021

BA in Web Development

KEA - Københavns Erhvervsakademi

2015 - 2019

CONFERENCE TALKS

Minigames as Worldbuilding: Designing a Card Game for 'Saltsea Chronicles.'

Game Developers' Conference 2024 (Co-speaker with Ben Wilson)

Share Your Spoils: Reinforcement Learning For Card Games

devcom Developer Conference 2024