

## PROLOGUE

With the constantly changing landscape for Game Industry recruiting and training and the pressure on game production, probably bigger than ever before to push out high-quality games at an astonishing pace, always incorporating new tech and new special talent, finding new candidates and training existing colleagues, proves to be an increasingly more complex and time consuming job, but one that is extremely important to succeed in this very competitive field.

**Let's work together!**



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**GAMEDEV  
ACADEMY**

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# ACCELERATE YOUR GROWTH !



The gaming industry covers a lot of territory, and it's only getting bigger. Major changes have happened in the gaming job market over the past year and if you are a gaming company or recruiter, your biggest struggles will be to enhance the skills and efficiency of your current and future employees.

What can we do for you?

- ✓ **build** your ideal team with our customized trainings
- ✓ **attract** new talents and fast track their onboarding
- ✓ **deliver** the teaching sessions as a useful and interactive experience
- ✓ **pursue** our mutual interest in terms of cost of the training programs and the results delivered
- ✓ **be flexible** and adapt to your time frame and/or your schedule

# OUR EXPERTISE



## UNITY ENGINE

- Our most requested course
- Over 250 students graduated

## C++ PROGRAMMING

- Highest demand among programming languages
- Very popular with high school students

## 3D MODELING

- Focused on 3DS Max but touching ZBrush, Blender and texturing
- High number of internships

## GAME DESIGN

- Highest request from game companies
- Over 150 prototypes created by our students

## UNREAL ENGINE

- Added in 2020 to our portfolio
- Highest rise in recent years



## CUSTOMIZE YOUR PROGRAMS

With our team of experienced developers, acting as trainers, we can deliver for your company:

- ✓ **customized** training options to fit your team needs for ongoing or upcoming projects
- ✓ **tools or newly-developed games** to support a certain curriculum or other training product you may be interested in
- ✓ **dedicated activities and events** for your teams (game jam, incubators, etc.)
- ✓ internal **training needs** and professional development / growth analysis (audit )
- ✓ detailed feedback and recommendations for each and every trainee that attends our classes

# OUR STUDENTS

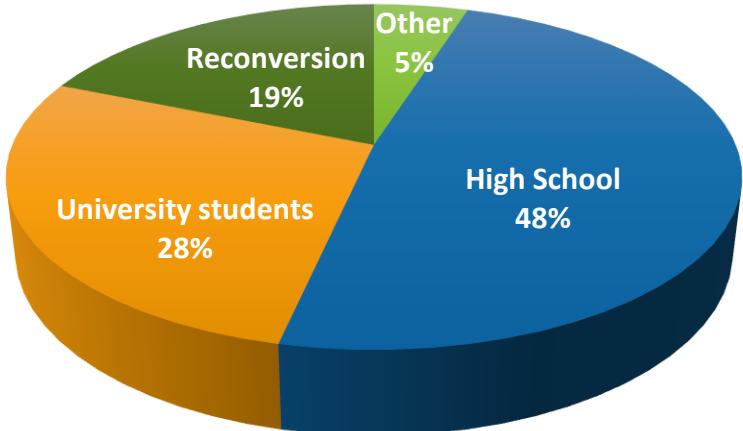
Over 500 students, mostly high school and university graduates, searching to start their careers or professional reconversion, attended our programs in the last 5 years of activity. Each of them left a mark on us through the games or prototypes they created.

Because such performances should not be overlooked, we showcased their games at various events such as Bucharest Gaming Week or Dev.Play Conference.

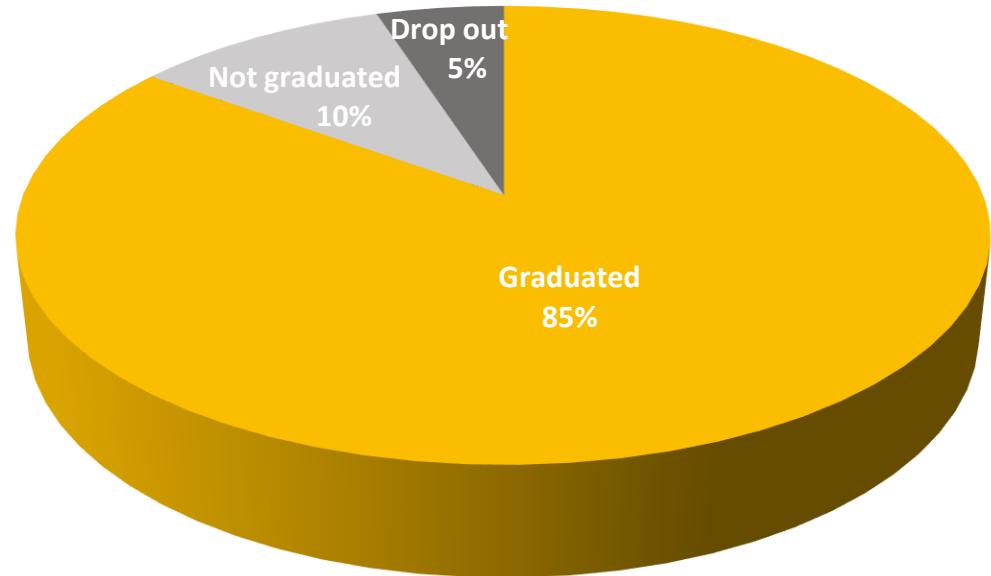


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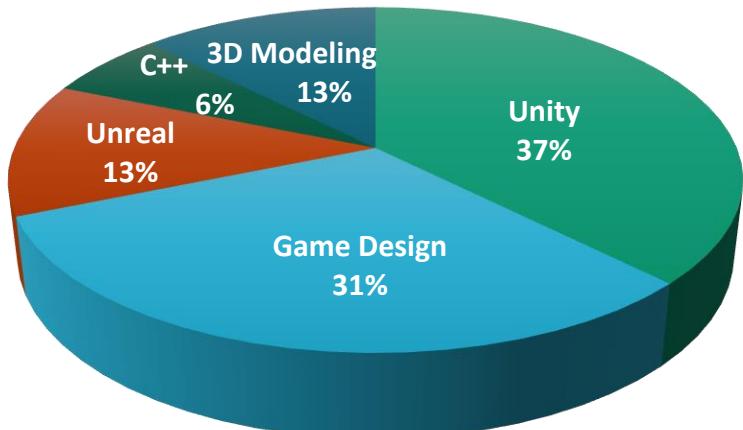
## Students type



## Rate of graduation



## Students specialization





# ABOUT US

We are a game development training and education services company, based in Bucharest, Romania.

Our goal is to be of service and assistance in this industry because we experienced the challenges ourselves - most of us being veteran game developers or having our own game development studios. We do believe that finding and training new or existing talents should be a very important pillar of every studio or team.



Founded in 2017



7+ years trainer average experience



200 + courses



500 + students



4.9 out of 5 student rating

# TRAINERS

GameDev Academy trainers won't just teach you about game development industry, they are part of this industry.



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## DRAGOS INOAN

### TRAINER GAME DESIGN

With over 16 years spent in the game development industry, out of which 14 were dedicated to game designer specialization, Dragos was involved in projects of all sizes at some of the most important studios in the country.

#### Some of the projects he worked on:

Tom Clancy's HAWX  
World of Mercenaries  
Strike Wing: Raptor Rising



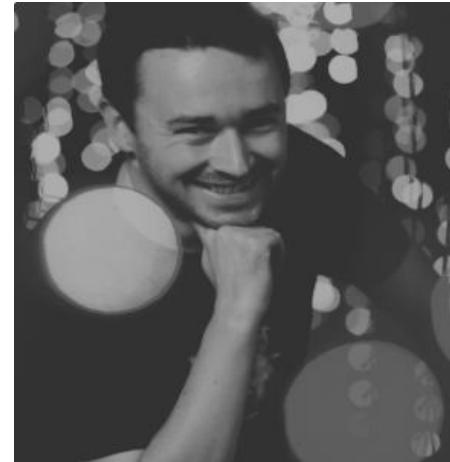
## ANDREI ISTRATE

### GAMEDEV ACADEMY TRAINER

Andrei is one of the main promoters of game development in Romania. After more than 10 years spent in game development, Andrei has dedicated the last 5 years to the development of the industry through projects such as the Romanian Game Developers Association (RGDA), #roindievan, Caravan DevPlay, Predau Viitor, Game LAB, GameDev Academy and GameDev Radio.

#### Some projects he has worked on:

Tom Clancy's Hawx  
Silent Hunter 5  
Ghost Recon Future Soldier  
Assassin's Creed Rogue



## ZOLTAN NAGY

### TRAINER UNITY

During his career as a video game developer, he worked on a multitude of projects, from small "casual" games to "AAA" games, and collaborated with local and international teams.

#### Some of the projects he worked on:

Assassins Creed: Brotherhood  
Sniper: Ghost Warrior 2  
Stellar Wanderer

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## CATALIN MARCU

### TRAINER GAME PUBLISHING

Catalin Marcu, active in the gaming industry for over 15 years, worked for 10 years at Mobility Games. He was involved in developing and publishing numerous games on the AppStore and Google Play.

In 2018 he opened GrimTalin studio, through which he launched his own game, "The Adventures of Elena Temple", on Steam, Nintendo Switch and Xbox One. He also released two other games on Nintendo Switch developed by partners.



## ALEX OPREA

### TRAINER UNREAL

Since 2017 until present Alex has added on his achievement list a Unity certification (Unity Certified Developer – with maximum score) and a job at Ubisoft, as Gameplay Programmer.

#### Some of the projects he worked on:

Watch Dogs Legion



## IONUT MITROI

### TRAINER 3D MODELING

Open to new, passionate about strategy and moba games, Ionut started his career in 2013 as a 2D / 3D Artist at Ubisoft Romania. Over the time, he has created 3D assets for the environment and 2D assets for menus for mobile, PCs and consoles.

#### Some of the projects he worked on:

Ghost Recon: Breakpoint

War Odyssey: Gods and Heroes

Draw Race 3

Assassin's Creed: Pirates

# OUR PARTNERS

Our corporate training programs, completely tailored to suit your studio's needs, will provide your organization with the tools to develop talent and the next generation of developers.

Through our programs you'll build loyalty in your company, seniority and a cohesive team. Agreed that's saying a lot, so let's discuss how we can do it.



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"It is a great pleasure to work with GDA for developing the skills of young talents. The courses GDA provides have a major impact in both the knowledge and the understanding of gaming industry. With a good structure and an engaging presentation, the GDA team managed to transmit besides information the passion for games and also eagerness to find out more."



"GameDev Academy was our partner in delivering Ubisoft's Coding Campus Program in the 2018 and 2019 campaigns. They provided highly experienced, dedicated and passionate trainers, that were willing and able to adapt to our custom Curriculum and specific needs. Our students valued the trainers approachability and willingness to answer questions at any point."

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## EPILOGUE

The field of video games is a very dynamic work environment. Our own experience and feedback received from the industry in the past few years, combined with our trainers expertise, have helped us share and deliver customizable training services that could have a significant impact on every organization we work with. We trust ourselves to inspire results that will make our collaboration fully worthwhile.

**DON'T WAIT UP!  
CONTACT US  
TODAY!**

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