

Gavriil Bidasca

Lead Game Developer · Roblox / Luau, multiplayer and live games

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I've been making Roblox games since 2018, and since 2021 I've been lead developer at XOX Studio. I've taken games from an empty place to launch, kept them running with live players, and now coordinate a team of about 15 while still writing a lot of the code. I'm looking for gameplay, systems or tech lead roles.

EXPERIENCE

XOX Studio

2021 – present

Lead Developer

- Built the studio's first games from an empty Roblox place to release, often as the only programmer: gameplay, UI, player data and post-launch updates.
- The studio's games peaked at about 25,000 concurrent players combined, and some are still active years after launch.
- Tracked down live exploits and closed them by moving purchase and inventory checks to the server and watching data writes for abnormal activity. Turned the common checks into shared modules.
- Review code and set conventions for the other developers, and coordinate a team of about 15 programmers, artists and designers.

Mac & Cheese

2021 – present

Lead Developer & Creative Owner

- Design and build original multiplayer game prototypes with investor backing. I own the concept, core loop, systems and visual direction, and rework them based on investor and partner feedback.

Meta Horizon Worlds

2023 – present

Insider developer program

- Build VR interactions, scripted UI and environments for standalone headsets, and test tools before release. Project details are under NDA.

Contract work, Roblox

2018 – 2021

3D Modeler & Programmer

- 3D assets for Taxi Boss (about 7,000–8,000 concurrent players at the time) and The Drive. The Taxi Boss team later asked me back.
- Client-side scripting, UI replication and latency fixes, lighting and visual effects for other clients.

PROJECTS

- **M32** (in progress). Runs 32-bit Intel Mac apps on Apple Silicon by loading the original binaries and translating their system and graphics calls to native ones.
- **Engines and hardware.** Unity and Godot prototypes with GLSL lighting shaders, C++ display drivers for ESP32 and RP2040, Debian on ARM Android tablets.

SKILLS

Main: Luau / Lua, Roblox Studio, server-side validation, live updates, code review, Blender, Git

Also: Unity, Godot, C++, GLSL, Python, Linux

Languages: Romanian, English