

GAVRIIL BIDASCA

Lead Game Developer

Romania / Remote / Open to relocation

PORTFOLIO
gavriil.bid

LinkedIn / Roblox

I build multiplayer games from an empty project through release, then stay with them through live updates, performance work, exploit response, and changing player behaviour. My work is hands-on: programming, UI, 3D production, technical decisions, and coordinating the people needed to ship.

~25K

peak concurrent players

7+ years

Roblox development

2

major platforms

~15

people coordinated

SELECTED EXPERIENCE

XOX Studio

Lead Developer | 2021-present

Joined at the beginning and helped turn blank Roblox places into live games that reached roughly 25,000 concurrent players.

- Built core gameplay, data integration, responsive UI, production tooling, and optimized 3D assets.
- Handled exploit response, server-side validation, security fixes, live patches, and ongoing product decisions.
- Coordinate a multidisciplinary team of about 15; review work, set practical standards, and still solve implementation problems directly.

Meta Horizon Worlds

Insider Developer | 2023-present

Confidential spatial-development work for a young VR platform, with strict standalone-headset and platform constraints.

- Build spatial interactions, scripted UI behaviour, and optimized environments for standalone VR hardware.
- Test pre-release tools, identify API constraints, and provide feedback within NDA boundaries.

Earlier Roblox contributions

Programmer / 3D Modeler | 2018-2021

Contract work on established experiences including Taxi Boss and The Drive.

- Developed modular client-side structures and fixed UI replication and latency problems.
- Produced optimized environment assets, props, lighting, and visual effects within existing pipelines.

WORK PROFILE

Core work

- Multiplayer gameplay systems
- Live operations and patches
- Exploit prevention and validation
- Performance and platform limits
- UI and 3D production
- Technical leadership

Tools

Luau / Lua
Roblox Studio
Blender / Git
C++ / Python
Godot / Linux

Platform credibility

- Meta Horizon Worlds insider developer program
- Roblox creator feedback and platform testing
- Comfortable working under NDA

Independent work

Original game prototypes through Mac & Cheese, plus ongoing Godot, embedded Linux, shader, and local-AI experiments.

Available for game-development roles

Employment, long-term collaboration, remote work, and international relocation.

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