

# MOISEL RARES

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## ABOUT ME

I'm passionate about graphics and physics programming, with a particular love for C++ especially its meta-template programming features. I greatly enjoy the architectural aspects of software development.

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## EDUCATION

### Bachelor Studies in Mathematics and Informatics

**University of Bucharest, Bucharest, Romania** 2022-2025

- *Related coursework:* Major in Informatics with minor courses in Mathematics
- *Thesis:* In progress.

### High School Studies

**Gheorghe Sincai National College, Bucharest, Romania** 2018-2022

- *Specialization:* Courses in Mathematics and Informatics.

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## PROJECTS

### Algorithms for Retrieving Meshes from implicit surfaces

This project represents my bachelor's thesis and is still a work in progress.

### DirectX11 Graphical Engine

A graphical engine developed using DirectX 11, focused on good architecture for enhanced dynamic control, designed to render 3D graphics. Written in **C++**.

### OpenGL4.4 Graphical Engine

A graphical engine developed using OpenGL 4.4, primarily focused on experimenting with and testing various techniques for rendering 2D and 3D graphics. Written in **C++**.

### Dungeon Crawler Game

A dungeon crawler, made in **Unity**, featuring procedurally generated levels, strategic combat, and puzzle-solving elements. Players navigate through various challenges and enemies while collecting items and upgrading.

### Other smaller projects

I also worked on several smaller projects, including terrain generation with heightmaps, Bezier curves, raymarching, and shell texturing. All written in **C++**.

### Digital Portfolio

Most projects are presented in my online portfolio [here](#).

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## REFERENCES

References available upon request.