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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.

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.

PROJECTS

Algorithms for Retrieving Meshes from SDFs

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](#).

REFERENCES

References available upon request.