



# Beatrice Marcu

Gameplay Programmer

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## Profile

I discovered my passion at the age of 13 when I created my very first video game at a course for young developers. Since then, my entire academic career has been focused on fulfilling my dream of becoming an exceptional game programmer.

Hence, I applied to the best high school for computer science in my country and I underwent a few courses in Unity and UE4.

I am currently studying Creative Media and Game Technologies, **Programming** at Breda University of Applied Sciences.

Abilities: Problem Solving | Time Management | Communication | Attention to Detail | Distributive Attention | Multitasking | Teamwork | Research | Adaptability | Critical thinking.

My greatest strength is working in teams with dedicated and cooperative people, but also working independently and finishing all my tasks in time without crunching. What caught my interest in particular was an advanced engine, Unreal, which kindled my enthusiasm to pursue a want of discovering it more thoroughly.

## Education

**Creative Media and Game Technologies, Programming** Sep 2022 - Present

Breda University of Applied Sciences, Breda, Netherlands

- Game programming
- C++
- Unreal Engine 5

**Baccalaureate, Computer Science** Sep 2018 - Jul 2022

Tudor Vianu National College of Computer Science

Subjects taken in the Romanian Baccalaureate:

- Romanian Language and Literature
- Mathematics
- Computer Science

Field(s) of study

- mathematics-informatics, Intensive informatics

## Internships

**Project Lead Developer** Sep 2023 - Jan 2024

JoTo-Games, Breda, North Brabant, Netherlands

Unity and C#

## Personal details

Website

beaq15.github.io

LinkedIn

linkedin.com/in/beatrice-marcu-904656262

## Skills

C++



C#



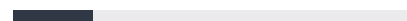
Unreal Engine 5



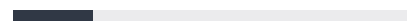
Unity



HTML



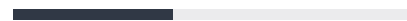
Python



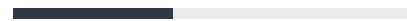
Pseudocode



SDL



OpenGL



## Languages

Romanian



English



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## Employment

### Rider

Flink, Breda, North Brabant, Netherlands

Feb 2024 – Oct 2024

### Worker

Albert Heijn, Breda, North Brabant, Netherlands

Oct 2024

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## Courses

### Unreal Engine C++ Developer: Learn C++ and Make Video Games (Course offered by Ben Tristem, Sam Pattuzzi, GameDev. tv Team and Rob Brooks on Udemy)

Jul 2021

- C++, the games industry standard language
- Sound effects and audio to add depth to games
- Artificial Intelligence behaviour programming for enemies
- Advanced vehicle physics
- Animation Blueprint for custom character animation
- How to use the Unreal Engine 4 Editor
- Strong and transferable problem solving skills

### The Beginner's Guide to Animation in Unity (Course offered by Penny de Byl on Udemy)

Aug 2020

- Creating animations from scratch using the Unity Mechanism system and place them onto gameobjects
- Importing third party animated assets into Unity and set up animation controllers
- Writing C# code to dynamically control animations through user interaction
- Exploring the use of inverse kinematics in humanoid rigs
- Creating complex animation sequences and blends dynamically controlled by the user at runtime

### The Ultimate Guide to Game Development with Unity 2019 (Course offered by Jonathan Weinberger and Unity Technologies on Udemy)

Jun 2020

- Master beginner C# concepts, like variables, "if" statements, and arrays
- Detecting collisions, receive user input, and create player movements
- Creating power-ups including triple shots, laser beams, speed boosts, and shields
- Applying shaders that transform your game backgrounds
- Creating enemies with basic AI behavior
- Collecting and destroy game objects
- Implementing sound effects, background music, and particle effects
- Activating and using Unity's Team Collaboration service
- Navigating the Unity Engine and discover unique features like the Asset Store
- Deploying your game to over 20 web or mobile platforms

## Hobbies

- motorcycle riding
- playing computer games
- reading
- travelling

## Unity for Beginners (Course offered by Zoltan Nagy at GameDev Academy)

Feb 2020

- Basic Unity elements
  - Scripting in Unity
  - Lights and Cameras
  - Physics and Animations
  - Creating a "player"
  - Enemies and Artificial Intelligence
  - The UI System
  - Sound and Music
  - Particle Systems
  - Creating a "build"
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## Certificates

### Cambridge Certificate of Advanced English

### Diploma of good results at the ECDL exams

#### Diploma of Education

- Computer Essentials Module
- Online Essentials Module
- Word Processing Module
- Spreadsheets Module
- Presentation Module
- Using Databases Module
- Computer Essentials Module
- Online Essentials Module
- Word Processing Module
- Spreadsheets Module
- Presentation Module
- Using Databases Module
- **Skills:** Python (Programming Language)