Mihnea-Cristian Bercea

Date of birth: 17/12/2004 | **Place of birth:** Craiova, Romania | **Nationality:** Romanian | **Gender:** Male |

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ABOUT ME

Second-year Computer Engineering student with a strong passion for technology, problem-solving, and innovation. Adaptable and eager to learn, with solid knowledge of programming languages like C, C++, Java and Python. Enthusiastic about exploring cutting-edge technologies and optimizing software solutions for efficiency and performance.

EDUCATION AND TRAINING

10/2023 – CURRENT Bucuresti, Romania
BACHELOR OF COMPUTER ENGINEERING AND INFORMATION TECHNOLOGIES University of Bucharest, Faculty of Mathematics and Computer Science

Website https://fmi.unibuc.ro/ | **Level in EQF** EQF level 6

14/09/2019 – 14/06/2023 Craiova
STADIUL LICEAL Colegiu National Carol I

Address strd ion maiorescu, numarul 2, 255265, Craiova | **Website** www.cnc.ro

14/09/2015 – 14/06/2019 Craiova
STADIUL GIMNAZIAL Colegiu National Carol I

Address strd ion maiorescu, numarul 2, 255265, Craiova | **Website** www.cnc.ro

14/09/2011 – 14/06/2015 Craiova
STADIUL PRIMAR Colegiu National Carol I

Address strd ion maiorescu , numarul 2, 255265, Craiova | **Website** www.cnc.ro

LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
GERMAN	A1	A2	A1	A1	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Web Development: HTML 5, CSS, JavaScript | C / C++, Python, Java, HTML, SQL | Cisco Networking IT Essentials | C++ Object oriented and Raylib | Game developer | Level Designer | Microsoft Office : Microsoft Word, Excel, PowerPoint

HONOURS AND AWARDS

20/02/2025
Echo School Winter Game Jam Second Place – Echo School of Technology, Digital Arts and Video Games

Developed a 2D platformer game in a 48-hour GameJam, leading a team of seven to secure **2nd place**. Designed core gameplay mechanics and optimized performance using **Unity and C#**. . Focused on **game physics, AI behavior, player interaction and Level Design**, ensuring smooth and engaging gameplay. Successfully managed task delegation and rapid iteration under tight deadlines.

Link https://github.com/Berceagod/game_jam_winterschool

PROJECTS

10/2024 – CURRENT
OOP C++ video game , developed using Raylib

Designed and developed a **2D space shooter** using **C++ and Raylib**, applying **object-oriented programming (OOP) principles** for modular and maintainable code.Optimized rendering and collision detection for smooth performance. Focused on **code reusability** and **efficient memory management**, ensuring scalability and maintainability.
Key technical aspects:
-Used polymorphism with virtual functions, enabling flexibility in game object behaviors via **base class pointers and dynamic_cast**.
-Implemented custom exception handling with an **exception hierarchy derived from std::exception**, ensuring robustness in error-prone operations.
-Applied design patterns such as **Builder** pattern for constructing **complex game entities** and **Factory Method** for dynamically creating game entities.

Link https://github.com/Berceagod/Vagus-per-Astra

HOBBIES AND INTERESTS

Sports

I played **handball for 10 years**, from primary school through high school, dedicating my time and effort to the sport. During my years at **CSS Craiova**, I played as a **goalkeeper** and served as a **team captain**, leading the team through numerous **national tournaments**. My experience in the sport honed my teamwork, leadership, and strategic thinking skills. Unfortunately, in high school, I suffered a serious **meniscus and ligament injury**, which ultimately ended my playing career. Despite this setback, my passion for the sport remains, and now I enjoy watching handball matches and following the game closely.

Gaming

I have a deep passion for **gaming**, particularly for **creating custom maps and levels**. I love using **level editors** and my creativity to design unique environments and gameplay experiences. Whether it's for personal projects or experimenting with game mechanics, I enjoy pushing the boundaries of what's possible in game design. My focus is on creating engaging and challenging levels that enhance the overall player experience.

VOLUNTEERING

Craiova
Shakespeare Festival

I had the privilege of volunteering at the **Shakespeare Festival in Craiova**, where I worked closely with a dynamic team of volunteers and organizers. My role involved assisting with **event coordination**, **guest management**, and ensuring the smooth operation of festival activities. I collaborated with a diverse group, contributing to tasks such as **setting up stages**, **supporting performers**, and **helping visitors** navigate the festival. Through this experience, I developed strong **teamwork**, **communication**, and **organizational skills**, while also gaining insight into the behind-the-scenes workings of a large cultural event.