

PERSONAL INFORMATION

Alexandru-Mihai Savu

 Teodosie Rudeanu Nr 31, 011258 Bucharest (Romania)

 0741302279

 alex.savu@hotmail.com

Sex Male | Date of birth 24/01/1995 | Nationality Romanian

JOB APPLIED FOR

Gameplay Programmer

EDUCATION AND TRAINING

2015–Present

Facultatea de Inginerie în Limbi Straine, Bucharest (Romania)

General

- Programming, English, Mathematics, Physics

Occupational

- Applied Electronics

2013–2015

Facultatea de Energetică, Bucharest (Romania)

General

- Mathematics, Physics

PERSONAL SKILLS

Mother tongue(s)

English, Romanian

Communication skills

- Fluent in both English and Romanian
- Excellent English skills gained through growing up and going to school in United States
- Active listener by paying close attention to details
- Team player

Job-related skills

- Advanced C++ (Learned at college, private projects)
- Advanced Java (Learned at college, private projects)
- Intermediate C# (Learned at college)
- Intermediate LUA (Self-taught Don't Starve Together mod, Payday 2 mods)
- Intermediate Python (Learned at college)
- Beginner Assembly (Can understand commands, write basic functions, knowledge of memory addresses)
- Data structures (C++)
- Algorithm Design (Java)
- Game program design (Pong made in Java, Timber clone made in C++ as personal projects)
- Basic network software design (Project at school to make a messaging program, Discord bot)

personal project)

- Proficient software architecture skills (Reusable code, Clean coding, Commented code)
- Adaptable (Can quickly adapt to new situations)
- Problem solver (Persistent in solving a problem, can find alternative solutions)
- Quick learner (Natural inclination to programming subjects)
- Willing to learn (Will always accept new information to expand knowledge and develop new skills)

Other skills

- Guitar player: passionate about playing music, I know how to play a little bit of piano as well
- Gamer: love to play games when I'm not busy (Ubisoft games played: HAWX 2, Rainbow Six Vegas 2, Rainbow Six Siege, The Division, Assassins Creed 2, Assassins Creed Brotherhood, Assassins Creed 3, Anno 1404, Blazing Angels 2, Brothers in Arms Hell's Highway, Call of Juarez, Far Cry, Far Cry 5, For Honor, R.U.S.E., Endwar, Ghost Recon Future Soldier, Ghost Recon Wildlands, Watch Dogs)
- Programming: when I'm free I enjoy to program and get into small projects
- Comic books: I recently read a few comics since good ones are harder to come by in Romania

ADDITIONAL INFORMATION

Projects <https://censedpie.github.io>