

COSMIN SUNA

Software Engineer

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EXPERIENCE

Full-Stack Web Programmer Intern

Neptronic

📅 01/2021 - 04/2021

- Developed and maintained modules for an ASP.NET MVC business tool supporting sales, orders, production, and supply chain
- Implemented web layouts and integrated content; created React & .NET controls for better UX
- Ensured secure authentication and password handling for company applications
- Tested software packages, identified technical issues, and improved code reliability

Unity Developer

Next-Generation Cities Institute

📅 09/2024 - 05/2025

- Collaborated with a 10-member team on an urban planning simulation testing street walkability
- Implemented core simulation parameters using Unity, including intersection and greenery generation algorithms
- Optimized code and assets to improve performance and efficiency

Representative at Concordia University

Concordia University

📅 2025

- Selected to represent Concordia University at Ubisoft Gamelab
- Earned Ubisoft Game Creator's Odyssey certificates: Rational Game Design & Rational Level Design
- Released AstroDrop on Steam; developed additional indie games including AI-driven strategy simulations and casual mobile-style prototypes (tank-themed Temple Run, match-3)

EDUCATION

Bachelor's of Software Engineering

Concordia University

📅 2019 - 2025

DEC Pure and Applied Sciences

John Abbott College

📅 2017 - 2019

DES & International Baccalaureate

Saint-Louis College

📅 2012 - 2017

SUMMARY

I'm a Software Engineer from Concordia University with a passion for creating games and interactive experiences that blend technology and creativity.

LANGUAGES

English

Native



French

Native



Romanian

Native



SKILLS

C#

Java

Python

C/C++

HTML

CSS

JavaScript

React

Erlang

LISP

Prolog

PostgreSQL

Linux

Unity

Blender 3D

GitHub

Visual Studio Code

Node.js

Flask

Bootstrap

ASP MVC

.NET

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Portfolio

<https://cosminsuna.ca/>