




## Alexandru-Mihai Savu


**DATE OF BIRTH:**  
24/01/1995

### CONTACT

**Nationality:** Romanian

**Gender:** Male

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 <https://censedpie.github.io>

### WORK EXPERIENCE

**02/07/2018 – 02/01/2019** – Bucharest, Romania

#### ● Bootcamp Junior Gameplay Programmer

Ubisoft Bucharest

Assassins Creed Odyssey

- Worked closely with a mentor to confirm quality of code
- Reproduced assigned bugs and debugged to find the issues
- Fixed the issues to improve gameplay
- Tested patched code to ensure no further problems before passing it to the mentor for verification
- Created a prototype of a game design idea

### EDUCATION AND TRAINING

**2015 – CURRENT** – Bucharest, Romania

#### ● Electronics and Telecommunications Engineering

Facultatea de Inginerie în Limbi Straine

General

- Programming, English, Mathematics, Physics

Occupational

- Applied Electronics

**2013 – 2015** – Bucharest, Romania

#### ● Inginerie Energetica

Facultatea de Energetică

General

- Mathematics, Physics

### LANGUAGE SKILLS

**MOTHER TONGUE(S):** English / Romanian

### COMMUNICATION AND INTERPERSONAL SKILLS

#### ● Communication and interpersonal skills

- Fluent in both English and Romanian
- Excellent English skills gained through growing up and going to school in United States
- Open-minded
- Skillful interpersonal communication
- Active listener by paying close attention to details
- Team player
- Clear and concise verbal and written communication
- Positive and friendly attitude

## JOB-RELATED SKILLS

### ● Job-related skills

- Advanced **C++** and **C**
- Advanced **Java**
- Advanced **C#**
- Intermediate **LUA** (Self-taught Don't Starve Together mod, Payday 2 mods)
- Intermediate **Python** (Learned at college)
- Beginner **Assembly** (Can understand reverse engineered commands, write basic functions, knowledge of memory addresses)
- Beginner **SQL**
- Data structures (C++)
- Algorithm Design (Java)
- Game program design (Various projects in Java, C++, C# and Gdscript)
- Knowledge of **Unity**, **Godot** engines
- 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)

## PROJECTS

### Projects Source Code

<https://censedpie.github.io>

### Pong (Java)

I created a pong game using only Java between my first and second year of college to learn about 2D programming. It features a simple AI with different difficulties and a local multiplayer mode where 2 players can play on the same keyboard.

### Timber Clone (C++)

I followed a tutorial on OpenGL programming to create a clone of the game Timber, where you chop an infinite tree to get the highest score. I learned about the functions behind displaying an image on screen and other lower level 2D graphics functions.

### Unity Small Projects (C# and Shader Programming Language CG)

I made a project which I intended to learn more about game programming with Unity where I implemented a state machine and some states for a character. I also took time off from college to learn about shaders and the CG language that Unity uses for shader programming. During this period I progressed a lot in my knowledge of game programming and design as well as understanding how to create my own shaders for various effects.

### Godot Game (GDScript WIP)

I started a project which is currently a work in progress, where I aimed to create and finish a game in the Godot game engine. It is currently on pause due to prioritizing finishing college. It is a simple platformer which emulates the feeling of the Super Meat Boy game without being identical

### Unity Flower Game (C#)

I made this game as a school project for a friend. He told me his requirements for the school project and I created this quiz game to meet his school requirements for the project. The game is a quiz about flowers where there is a timer that counts down. You need to answer as many questions correctly to receive points. There is a tracker which pops up an achievement completed during gameplay. The game automatically takes in data from an XML to create random questions. The questions are based on the categories (e.g. What family is the [plant\_family\_name] plant from? Answers: [plant\_family\_name] x4). This means the questions will always randomly pick from the data plants and combinations of them while mixing the type of question.

## OTHER

### Other

- Programming: when I'm free I enjoy to program and get into small projects
- Gamer: Some of my favorite games are GTA 4, Assassins Creed Odyssey, Elder Scrolls V: Skyrim.
- Guitar player: passionate about playing music, I know how to play a little bit of piano as well
- Electronics: I enjoy electronics problems like creating circuits from logic gates
- Shaders: I fascinated by shaders and the effects that can be created with them and I like to research how games make various visual effects happen