Alexandru-Mihai
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DATE OF BIRTH:
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CONTACT

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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++**
- 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)
- 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 created 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

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