HORIA MUT

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Swiss Nationality | drakesinger.github.io

OBJECTIVE

engine programmer, wizard, or best pilot in the galaxy

EXPERIENCE

The Next Big Thing
Anywhere | Everywhere | Anytime

Techical Support Agent
Avocis Telag AG | Biel, Bienne | 2011 - 2013
- 1st level technical support for Sunrise clients.
- Responsible for support of other agents.

EDUCATION

Master of Engineering - Software Engineering
HES-SO MSE | 09/2016 – 03/2018
- Write a GPU solver for integral computations using the MonteCarlo technique, with CUDA.
- Reverse engineer a Linux executable using different tools (PIN from Intel) to crack the password required for entry.
- Write shaders for a game prototype in Unity.
- Design and develop a real-time visual simulation of Saturn and its rings in Unreal Engine 4.
- Develop and architect a framework for prototyping Virtual Coaches in Unity.

Bachelor of Computer Science and Multimedia
HE-Arc | 09/2013 – 08/2016
- Project Manager during development of an Android Application to control your home.
- Design and develop a drone flight physics simulator.
- Design and develop an ocean surface wave simulator.
- Define high-level architectural specifications and develop tumor detection algorithms for a radiography scanning application.

SKILLS & ABILITIES

3D Math
Linear Algebra
C/C++
Multicore Programming
CUDA
HLSL & GLSL
OpenGL & WebGL
Software Architecture
Project Management
Critical Thinking

CERTIFICATES

BWS GermanLingua	2007
Cambridge First Certificate	2007

LANGUAGES

English	C2
French	C2
German	B2