Sorin Stoleru

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Professional Summary

- Graduated Software development for VR and Gaming (Bachelors) at TUS Athlone - achieved 2.1 grade
- Excel in working both independently and collaboratively in fast-paced development environments.
- Continuously seeking to improve technical and creative skills while maintaining high academic performance.
- Strong problem-solving abilities demonstrated through hackathon participation and team projects.

EDUCATION

2021-2025
Bachelor of Science (Honours) in Software Design with Virtual Reality and Gaming
Technological University of the Shannon: Midlands
Grade: 2.1 (67.66%)

Modules included:

Java	C++	Databases(SQL)	Networks
Security	Unity (C#)	Agile Methodologies	Data Vis

2025
Computer Science and Engineering 3 Month Course
Technological University of the Shannon: Midlands
Grade: >70%

Modules included:

Java	Networks	Team Project	Scrum

ACCOMPLISHMENTS

- Participation in Game Fleadh 2022
- 2nd Place NASA SpaceApps Hackathon (locally) 2023 (Global Nomination)
- 3rd Place NASA SpaceApps Hackathon (locally) 2024 (Global Nomination)

WORK EXPERIENCE

01/2024 - 06/2024   **Researcher**
                                   IPCA - Barcelos
- Researched the accuracy of 3D scanning applications on mobile devices.
- Worked independently on a project for a common goal
- Managing time allocated and task prioritisation
- Gained international experience through Erasmus programme
- Developed technical documentation and research methodologies

SKILLS

Programming Languages: C#, Java, C++, SQL, Python
Development Tools: Unity, Unreal Engine, Blender, Fusion 360, Adobe Photoshop
Specialized Skills: 3D Printing, 3D Scanning, VR Development
Development Methodologies: Agile, Scrum, Test Driven Development
Languages: Fluent in English, Russian and Romanian, basic in Polish and Ukrainian

PROJECTS

Seismic Detection Around Space (2024)
- Neural network to differentiate between Lunar/Mars quakes and background noise
- Technologies: Python, PyTorch, Unity, C#

3D Scanning Scientific Research (2024)
- Research accuracy of various 3D scanning applications on mobile devices
- Technologies: CloudCompare, Blender, Fusion 360

Memory Optimization for High-Density Assets
- Unreal Engine project focused on optimizing RAM and VRAM usage with minimal visual impact
- Technologies: Unreal Engine, C++

Educational VR Game About Eclipses (2023)
- VR game teaching players about solar and lunar eclipses for NASA Hackathon
- Technologies: Unity, Blender, C#

SOFT SKILLS

Critical Thinking	Conflict Resolution	Growth Mindset
Deductive Reasoning	Teamwork Adaptability	Time Management