



# Daniel Bogatu

Computer Science Student

Obsessed to self development

✉ danielbogatu2@gmail.com

📍 Iasi, România

🌐 <https://github.com/Leggacys>

📞 +40751522651

🌐 [linkedin.com/in/daniel-bogatu-6ab61617a](https://www.linkedin.com/in/daniel-bogatu-6ab61617a)

🐙 [github.com/Leggacys](https://github.com/Leggacys)

## EDUCATION

### Study Program

BSc Computer Science

10/2019 - Present

Faculty of Computer Science, Iasi

#### Courses

- Object Oriented Programming, Data Structures, Logics, Operating System
- Important Trainings: Introduction To C# Lecture, Introduction To Unity

### FII PRACTIC

Faculty of Computer Science, Iasi

03/2021 - 04/2021

Iasi

#### Courses

- AR/VR In Unity

## WORK EXPERIENCE

### Unity Developer

Amplified Software Academy

03/2021 - Present

Iasi

Amplified Software offer software engineering and design support in the early and growth stages of startups

#### Achievements/Tasks

- AR animations using Blender, Unity and Photoshop

### Personl Projects

GitHub

#### Achievements/Tasks

- SURROUND: I made an arena game for android devices in Unity with C#, I make the sprites alone in Photoshop with my graphic tablet the script as well is made by my self
- Bridg-It: An university project that was made together with a class mate, the project it is an indie game created in CodeBlocks using C++ and the framework SFML.
- Homo\_Evolution: An game for android devices made in Unity with C#. The game was created together with a friend the games idea is to recreated the evolution of humanity in a different and interesting mode.

## SKILLS

C#

Unity

Imagination

Creativity#

Critical thinking

Self taught

C/C++

## VOLUNTEER EXPERIENCE

ATC(04/2014 - 06/2016)

Helping elders

## LANGUAGES

English

Professional Working Proficiency

French

Elementary Proficiency

## INTERESTS

Sports

Game Development

Digital Art

AR/VR