



Vlad Irimia

Date of birth: 26/10/2002 | **Nationality:** Romanian | **Gender:** Male |

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About me:

I enjoy making games, I can also speak english fluently, and I am team-work oriented, creative, motivated, open-minded and a good listener and communicator.

EDUCATION AND TRAINING

11/09/2017 – 08/06/2021 – Strada Tineretului 14, Onești, Romania

HIGH SCHOOL DIPLOMA – National College "Grigore Moisil" - Onesti

08/07/2021 – 08/07/2021 – Strada Tineretului 14, Onești, Romania

CERTIFICATE OF PROFESSIONAL COMPETENCE – National College "Grigore Moisil" - Onesti

08/07/2021 – 08/07/2021 – Strada Tineretului 14, Onești, Romania

HIGH SCHOOL GRADUATION DIPLOMA – National College "Grigore Moisil" - Onesti

08/07/2021 – 08/07/2021 – Strada Tineretului 14, Onești, Romania

CERTIFICATE OF GRADUATION FROM THE LOWER CYCLE OF HIGH SCHOOL – National College "Grigore Moisil" - Onesti

08/07/2021 – 08/07/2021 – Strada Tineretului 14, Onești, Romania

CERTIFICATE OF DIGITAL COMPETENCE – National College "Grigore Moisil" - Onesti

LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● DIGITAL SKILLS

My Digital Skills

Microsoft Word | Microsoft Excel | Microsoft Powerpoint | Google Drive | Microsoft Office | Facebook | Instagram | Social Media | Outlook | Good listener and communicator | Internet user | Motivated | Written and Verbal skills | Team-work oriented | Reliability | Analytical skills

● PROJECTS

15/10/2020 – 10/03/2021

SoulWarrior

<https://drive.google.com/drive/folders/1zuVwupnTYXsRsQGIDGN1JjLI5-ZsmXp>

A 2D Multiplayer Platformer Game Made in Unity using Photon, with enemies, A* pathfinding, tasks, complex animations and nice soundtrack, made for a school project.

02/04/2022 – 10/04/2022

GeoPlayer

<https://drive.google.com/file/d/14SAQTsFHE4wh9INfcgfvDzD9lZ0zc65/view?usp=sharing>

GeoPlayer is a HTML5 game made by me while participating at a hackathon named BEST Bucharest Hackathon. It was made in Unity, using a variety of plugins such as: Photon for multiplayer, Ready Player Me for player customisation, MapBox for a 3D map of any place on earth you might want to explore with friends, PlayFab for easy account management. It was a fun game where you can spend time with friends in New York or other places without leaving the comfort of your house.

10/10/2021 – 15/06/2022

TimeBladers

<https://play.google.com/store/apps/details?id=com.Omiixi.TheTIMEBladers>

Time Bladers is a shipped 3D multiplayer procedurally generated game made in Unity using Photon, Ready Player Me, PlayFab, in which players from all across the world can play in a procedurally generated map based on hexagon tiles. The player can make an account that will manage his class, skills, skin and a list of collected materials, for easy access. There are 4 classes of abilities that the player can choose before joining a room with other players. It is using Unity's URP, for better graphics, and it is a very complex game where you will spend time fighting with your friends, or just exploring the never ending map. Right now it is in its demo phase, so in order to play, you need an account:

Username: test3

Password: test3#

● HOBBIES AND INTERESTS

Game-Making, Coding in C#/C++

I enjoy making games, mostly in Unity. I am capable of making 2D and 3D games, for PC and mobile. I have ~5 years of experience in making games in Unity. Until now, I made two 2D games and a 3D game, two of them by using Unity's Universal Render Pipeline. I am skilled at finding bugs, glitches, or errors and I come up with ways to fix them in the most efficient way possible. I have also made a login page for multiplayer purposes, and a character customization tool (using Ready Player Me) which is stored in a database (Playfab). For the multiplayer part of my game, I use Photon PUN 2, which is a great tool made for Unity to easily manage creating custom rooms for players. I also use Object-Oriented Programming (OOP) in Unity and programming languages like C++ and C#. In my baccalaureate test, at the computer science exam, I scored a high grade (9,85 out of 10). I can also speak English fluently, and I am team-work oriented, motivated and a good listener and communicator.

<https://drive.google.com/drive/folders/1LosDp8qar0GEVfbriXpSLSqold-fPYB?usp=sharing>