


# BOGDAN MOCANU

GRAPHICS PROGRAMMER

## CONTACT

-  [email](#)
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## EDUCATION

### Bachelor of Science

Creative Media and Game Technologies, Breda University of Applied Sciences

- following the programming track  
Aug. 2023 - 2027

## SKILLS

- C++
- OpenGL
- Engine Development
- Cross Platform Development
  - PC & PS5
- Unity – C#

## LANGUAGES

### Romanian

Native

### English

Fluent

## ABOUT ME

I specialize in **graphics programming**, and I am used to working alone and in teams.

I am particularly interested in grand strategy and serious games. I am always eager to learn more about low-level optimization techniques, graphics and game design.

## WORK EXPERIENCE

### Unity Gameplay Programmer (freelance)

Rune Games, Singapore | 1 JUL 2021 – 1 SEP 2021

- First time working in a team of programmers with SCRUM methodologies
- Added gameplay mechanics to an ongoing multiplayer project in WebGL

### Projects

2018 – PRESENT

### My personal and university projects available on itch.io

The list encompasses all the projects that are not under an NDA contract that I have worked on alone or in a team for university, as well as all other personal projects, such prototypes and game jams.

Link: <https://tycro-dev.itch.io/>

All the source code is available on my GitHub page.

Link: <https://github.com/orgs/Tycro-Games/repositories>