IONUT OPRIÁ

GAME DEVELOPER

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LINKS

Portfolio:
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Linkedin:
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ABOUT ME

Hello, I am a versatile Software Developer with 4+ years of experience in building Unity and web-based applications.

Throughout my career, I have developed a diverse array of applications from both the gaming and the software development spaces. This allowed me to amass a wide range of skills, which include engine, graphics and gameplay programming, web development using Three.js & Typescript, Unity development for games and VR application.

I am very passionate about creating games and improving my skills as much as I can.

LANGUAGES

ENGLISH

ROMANIAN

JAPANESE

WORK EXPERIENCE

NEOMORPH STUDIO
Brasov
Apr 2020-Present

Software Developr

- Developed a range of AR & VR applications to create immersive experiences that optimize workflows and safety procedures in real life scenarios.
- Created procedural content on multiple target platforms, leveraging advanced graphics APIs and shader techniques to deliver cutting-edge visuals.
- Additionally I played a key role in the development of several game prototypes, with a primary focus on gameplay mechanics and graphics enhancement, while also contributing to a custom C++ game engine.

PROJECTS

Mar 2021-Present

PlanetQuest

Blockchain multiplayer game built on top of procedurally generated worlds.

Jan 2024-Apr 2024

Jorogumo's Cradle

First-Person horror game built in Unreal Engine and released on Steam.

EDUCATION

TRANSILVANIA UNIVERSITY
Brasov
2021

Bachelor of Computer Science

Acquired comprehensive IT skills including Data Structures, Android Development, Image Processing, Graph Algorithms, Graphics Programming, Database Management (SQL) and Artificial Intelligence.

SKILLS

UNITY

UNREAL ENGINE

THREE.JS

3D MODELLING

C#

C++

JAVASCRIPT & TYPESCRIPT

OPENGL & GLSL