Ion Bogdan Opria

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PROFESSIONAL SUMMARY

Versatile Software Developer with 3+ years of experience in building Unity and web-based applications.

Built various types of applications and acquired a wide variety of skills, ranging from engine programming, graphics programming, web development using Three.js, Unity development for games and VR applications.

Am very passionate about creating games and improving my skills as much as I can. My motto is 'There is nothing I don't know, only things that can be learned'.

CORE QUALIFICATIONS

- Unity
- Unreal Engine
- Three.js
- C#
- C++
- JavaScript & TypeScript
- Node.js & Webpack
- OpenGL & WebGL & GLSL
- Multithreaded Programming
- Network Programming
- HTML & CSS
- PostgreSQL & MySQL
- Blender
- Substance Painter

LANGUAGES

- Romanian - Native
- English – Cambridge C1
- Japanese – very basic

PERSONAL PROJECTS

- https://kirirato.itch.io
- https://www.artstation.com/kirirato16

EXPERIENCE

05/2020 - Current
Software Developer
Neomorph Studio SRL | Brasov, Romania

- Building Unity based solutions that fit the client's requirements, which include standard Unity apps, games, VR & AR projects.
- Building web-based solutions using Typescript & Three.js.

03/2021 - Current
Game Developer
Galactic Entertainment | Remote

- Built 3D procedurally generated planets in the browser using Typescript & Three.js and optimized the shaders to work on very old devices.
- Developing a third person multiplayer game in the browser, in which the players can explore procedurally generated planets.
- Contributing to the engine development-side of the project by creating the tools needed to support the development of the game.

EDUCATION

2021
Faculty of Mathematics and Informatics | Brasov, BV
Bachelor of Computer Science: Computer Science

- Learned about a wide variety of skills that are useful in most IT industries: Data Structures, Android Software Development, Image Processing, Graph Algorithms, Graphics Programming, Database Management using SQL, Artificial Intelligence.
- Throughout the courses I build various graphical applications to test the algorithms given, applications which include: games, android applications, websites and windows-based applications.

HOBBIES

3D modelling, cosplaying, learning Japanese, going on mountain hikes and rock concerts, playing games and generally trying new experiences.