

Bratan Radu-George

📍 Bucharest

Contact

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Email

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LinkedIn

linkedin.com/in/radu-bratan

Portfolios

GitHub

github.com/RaduBratan

CodePen

codepen.io/RaduBratan

All my projects

linktr.ee/radubratan

Languages

• TypeScript	5/5
• Kotlin	5/5
• Java	4/5
• C++	4/5
• Python	3/5
• English	5/5

Education

University of Bucharest

Faculty of Mathematics and Computer Science
2021 - current | Bachelor of Computer Science

Awards

August 2022

4th place | MGDP Game Jam 2022

May 2022

1st place | Scientific Student Symposium
at "Lower Danube" University of Galați

As a versatile developer with experience in game development, Android app creation and web design, I bring a wide range of technical skills and creativity to every project.

Work

2023 - current (Full Time)

mReady - Junior Android Developer

Jetpack Compose • Kotlin • Firebase

I am currently working with an amazing team of passionate people and learning the ins and outs of Android development, while building apps that make a real impact in the world.

Personal projects

2023 - current

Emulair Emulator

Android Studio • Kotlin • C++ • SQLite

An Android app that acts as a front-end for emulators.

2022

War Piece

C++ • SFML

A roguelike video game built in C++ using the SFML library.

2021 - 2022

TypeScript Ray Tracing Algorithm

HTML • SCSS • TS

A ray tracing algorithm that generates a fully lit 3D scene with all the necessary shadows, highlights and reflections.

2019 - 2020

Wildpeppers Wallpapers

Android Studio • Java • Google Firebase • HTML • CSS • Bootstrap

A Firebase-connected Android app that lets users install phone wallpapers from the database.

About me

In my free time, I like to create digital art, especially pixelated depictions of fictional characters, model 3D robots and vehicles in MagicaVoxel, play video games, build mods for my favorite titles and watch movies I never thought I'd ever see.