

# RAZVAN ROTARU

GAME DEVELOPER 📍 BUCHAREST, ROMANIA 📞 (+40) 0761 970 053

## ◦ DETAILS ◦

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## ◦ LINKS ◦

[Portfolio](#)  
[LinkedIn](#)

## ◦ SKILLS ◦

C  
C++  
C#  
Unity  
Unreal  
CUDA  
Git  
Direct3D  
OpenGL  
Mathematics  
Python  
Firebase

## ◦ LANGUAGES ◦

English

German

Romanian

## 👤 PROFILE

Passionate game developer with technical academic background of over 5 years. Proficient in various platforms and languages. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team. Bringing forth a positive attitude, critical thinking and a sprinkle of creativity.

## 📁 EMPLOYMENT HISTORY

### DevOps Engineer Intern at Thales, Bucharest

September 2021 — December 2021

Automated software integration and deployment processes using cloud technologies maintaining transparency with the Senior Software Developers.

### Unity Game Developer at Tractor Set Go, Bucharest

March 2022 — June 2022

Implemented various game systems with different mechanics, server functionality for data manipulation and validation and visual components and tools for the Design Team.

### Junior Gameplay Programmer at Ubisoft, Bucharest

July 2022 — Present

Developed realistic wildlife AI and game modes in direct collaboration with multiple studios.

## 🎓 EDUCATION

### Bachelor's in Computer Science, University Politehnica of Bucharest

October 2015 — July 2020

### Master's in Computer Graphics, University Politehnica of Bucharest

October 2020 — Present

## ★ PROJECTS

### Animal Oasis

October 2021 — February 2022

A VR game designed to offer a relaxing experience in a friendly world.

- Simulated a realistic behavior of animals using States and Decision Trees.
- Created animations for the models and designed a few regions.
- Technologies: Unity, C#, Oculus2, Git

### Physics Engine

October 2021 — February 2022

Simulated Physics for different shapes both on CPU and accelerated on GPU.

- Used Separating Axis Theorem (optimized with Gauss Maps) for collision detection and the Sutherland-Hodgman algorithm for clipping.
- Technologies used: Unity, C#, CUDA, Git, SVN

### Dodge THIS

April 2021 — February 2022

A challenging mobile RPG with dynamic mechanics starring a mage and its dog.

- Implemented a complete passive attacking system based on orbiting energy orbs and the abilities to dash and to consume the orbs in order to shoot them.
- Designed the dog companion AI using the State Pattern and Decision Trees.
- Implemented leveling-up system and enemy AI using the Observer Pattern.
- Technologies used: Unity, C#, SketchFab, Git

## 🌿 EXTRA-CURRICULAR ACTIVITIES

### Contributor at StudentHub

February 2021 — February 2022