RAZVAN ROTARU

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

○ DETAILS ○

Bucharest
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○ LINKS ○

Portfolio

LinkedIn

○ SKILLS ○

C

C++

C#

Unity

Unreal

CUDA

Git

Direct3D

OpenGL

Mathematics

Python

Firebase

Flutter

○ LANGUAGES ○

English

German

Romanian

👤 PROFILE

Passionate developer with an affinity for clean code and good architecture. Proficient in various platforms and languages. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team.

🎓 EDUCATION

Master's in Computer Graphics, University Politehnica of Bucharest
October 2020 — June 2022

Bachelor's in Computer Science, University Politechnica of Bucharest
October 2015 — July 2020

💼 EMPLOYMENT HISTORY

Gameplay Programmer at Ubisoft, Bucharest
July 2022 — Present

- Enhanced wildlife AI for a more realistic behavior under direct collaboration with several other studios.
- Developed a completely new activity side by side with design teams, proactively involving and mitigating various needs on a tight schedule.
- Expanded functionality of cinematic systems, following the overall architecture.

Technologies: C++, Anvil, P4V, C#

Unity Developer at Tractor Set Go, Bucharest
March 2022 — June 2022

- Implemented diverse systems and various game-mechanics in a relatively small-scaled project, directly collaborating with the client.
- Added server functionality for data collection, manipulation and validation.
- Developed visual components and tools to satisfy the needs of the design team.

Technologies: C#, Unity, .Net, Git

DevOps Engineer Intern at Thales, Bucharest
September 2021 — December 2021

- Automated software integration and deployment processes using cloud technologies maintaining transparency with senior software developers.

Technologies: Jenkins, Ansible, Terraform, Gitlab CI/CD, Docker, Git, Bash

★ PROJECTS

Physics Engine
October 2021 — February 2022

Developed a physics engine with support for various 3D shapes on CPU and accelerated on GPU. Implemented complex mathematics algorithms (Gauss Map optimized SAT, Southerladn-Hodgman) and optimal data structures for each architecture.

Technologies used: C#, CUDA, SVN

3D Game Engine
September 2021 — January 2022

Created a minimalist 3D game engine with support for 3D object loading, different perspectives, occlusion culling, custom shaders, hierarchical transform and scripting.

Technologies: C++, Direct3D, Lua, HLSL.

🌱 EXTRA-CURRICULAR ACTIVITIES

Contributor at StudentHub
February 2021 — February 2022

Took part in a team of great passionate individuals, held interviews and mentored interns in order to port a mobile application on web.

Technologies: Flutter, Firestore, Git