

RAZVAN ROTARU

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

◦ DETAILS ◦

Bucharest
Romania
(+40) 0761 970 053
razvanrtr@outlook.com

◦ 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 Politehnica 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*
- 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