



## Adrian Brabete

Software Engineer

### Personal Profile

Being a Computer Science Student and working as a software engineer, I gathered experience in various technologies and frameworks. I have also been busy with acquiring and working on my game development skills through personal projects and mentoring students on the game development path.

### Contact



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https://github.com/SexySparrow

### Work Experience

#### C++ Software Engineer

Jan 2021 - Present  
Arnia Software

- Contributing to an open-source project, CUBRID;
- Developing a multiserver multinode system for the database engine.

#### Java Software Engineer

Mar 2020 - Jan 2021  
Amiq EDA

- Developed a linter for Verilog, compatible with all IDEs;
- Worked with Java and the Eclipse SDK.

#### Freelancer

Feb 2019 - Feb 2020  
Upwork

- Worked and communicated with clients from all around the world and brought their desired result with haste;
- Was part of game development teams, worked with Unity and C#

### Educational Background

#### University Politehnica of Bucharest

BACHELOR OF COMPUTER SCIENCE & ENGINEERING  
2018 - 2022

4-year program designed to teach all the areas of the software stack;

### Professional Skills

- C/C++
- Java
- C#
- Unity
- Game Development
- Databases
- Project Management

### Volunteer Experience

#### Microsoft Learn Student Ambassador

Have been leading the Game Development Path for the last couple of years, helping juniors learn how to make their own games.

#### Student League of the Faculty

Helped organize different events such as Job Fairs and Hackatons;

### Projects

#### Terrain Generator

Endless Terrain Generator made in C# with Unity.

#### QResent

Mobile and Web App to scan and generate QR for course attendance. Created with Flutter and Firebase

#### Java Chess Bot

Using Java and Xboard, the bot is capable of moving any piece on the board and to play a zero-sum game using the negamax algorithm.

#### TCP Subscriber System

Server subscriber model made that uses the TCP and UDP network protocols.

