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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💼 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 2020
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 Terrian 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.