



Adrian Brabete
Software Engineer

Personal Profile

Having graduated the Computer Science Bachelor 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.

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Work Experience

Software Engineer

1 Aug 2022 - Present
Fortanix - Eindhoven NL

- Developing the future of security as part of a brilliant team.

C++ Software Engineer

18 Jan 2021 - 18 July 2022
Arnica Software - Bucharest RO

- Contributing to an open-source project, CUBRID;
- Developing a multiserver multinode system for the database engine.
- Working with Docker containers to run and test the infrastructure

Java Software Engineer

9 Mar 2020 - 29 Jan 2021
Amiq EDA - Bucharest RO

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

Freelancer

15 Feb 2019 - 28 Feb 2020
Upwork - Bucharest RO

- 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#

Professional Skills

- C/C++
- Rust
- C#
- Java
- Python
- Databases
- Project Management
- CI/CD
- REST APIs

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;

OOP, Mathematics, Parallel and Concurrent programming, Algorithmics, Networks, Project Management, etc.

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.

Projects

Terrain Generator - C#, Unity, Shaders

Endless procedural multi-threaded terrain generator that combines realistic terrain formations with an endless body of water enhanced by simulated water waves.

QResent - Flutter, Firebase, GitHub Actions

I took the role of Project manager and developed together with a team of 3 developers a Mobile and Web app for generating and scanning QR codes to create attendance lists.

Chess Bot - Java, Algorithmics, Xboard

Chess bot created to play a zero-sum game using the negamax algorithm to maximize his gain at each move.

Server-Subscriber System - TCP, UDP, C, C++

Fully implemented low level server subscriber model, suitable for newsletters and notification systems.

Cargo Management App - Angular, Firebase, Arcgis

Transport and cargo market and management system that allows user to monitor their trucks in real time on an interactive map

