Adrian Brabete
Software Engineer

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.
- Working with Docker containers to run and test the infrastructure

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#

Professional Skills
- **C/C++**
- **Java**
- **C#**
- **Unity**
- **Game Development**
- **Databases**
- **Project Management**
- **CI/CD**
- **Python**

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 Concurent 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.
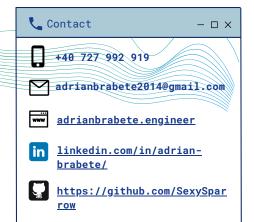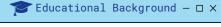
Personal Profile

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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- 🌐 **adrianbrabete.engineer**
- **linkedin.com/in/adrian-brabete/**
- **https://github.com/SexySparrow**

Projects

Terrain Generator – *C#, Unity, Shaders*
Endless procedural multi-threaded terrain generator that combines realistic terrain fomations with an endless body of water ehanced 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