

TEODOR VECERDI

+40 769 691 686

teodor.vecerdi@gmail.com · <https://github.com/TeodorVecerdi> · <https://vecerdi.dev>

PERSONAL SKILLS

- Ability to collaborate productively in a multidisciplinary team
- Self-motivated individual with great problem-solving skills
- Great oral and written communication skills
- Leadership skills

TECHNICAL SKILLS

- C#/.NET, C++, Python, JavaScript
- Solid experience with Git and Git flow
- Experience with creating tooling and workflow automation for projects
- Experience with Agile and Scrum methodology
- Automated unit testing
- 3D mathematics and 3D rendering (OpenGL, GLSL)
- Amazon Web Services (Beginner)

Additional tools and technologies: Unity, JetBrains' suite of IDEs, proficiency using a terminal, Adobe Photoshop, NodeJS, SQL

EDUCATION

2019 – 2023 (degree in progress)

BACHELOR OF SCIENCE, Game Development

Saxion University of Applied Sciences, Netherlands
Creative Media and Game Technologies, Engineer track

2015 – 2019

BACCALAUREATE DIPLOMA, Computer Science

National College of Computer Science "Grigore Moisil" Brasov, Romania

EXPERIENCE

UNIVERSITY PROJECTS

Lead programmer in various group projects with other programmers, designers, and artists: Unity, C#, Git, Scrum, tooling, gameplay programming, daily stand-ups, weekly progress reports.

- Procedural Generation of the Novigrad city ([gh:TeodorVecerdi/saxion_procedural_art](https://github.com/TeodorVecerdi/saxion_procedural_art)) – Procedurally generating a city in the style of the Witcher 3's Novigrad: Unity, C#, custom tooling

PERSONAL PROJECTS

- Serialization Engine with speeds and byte-sizes comparable to Google Protobuf ([gh:TeodorVecerdi/SerializationSystem](https://github.com/TeodorVecerdi/SerializationSystem)): .NET6, optimization, plug-n-play (no need to define types/protocol before-hand, as it can serialize any type)
- HackSquad ([gh:TeodorVecerdi/TeamFinder](https://github.com/TeodorVecerdi/TeamFinder)), May 2018 – April 2019: Web platform for managing projects and teams: full-stack web development, NodeJS & Express, SQL, security, Bootstrap 4, SCSS

CONTESTS AND COMPETITIONS

“InfoEducatie” (High School programming competition) – county phase: 2017 – honourable mention in the software category, 2018 – second prize in the web category and third prize in the software development category.

“InfoEducatie” – national phase: 2018 – honourable mention in the Web category

GREPIT national contest: 2018 – third prize in the software development category

Timisoara CTF international cybersecurity contest: 2018 – qualification and participation in the final phase

iTEC (IT Engineering Contest) 48-hour hackathon: 2017 – academic prize