POPESCU TUDOR

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PROFILE SUMMARY

I'm Tudor, a multidisciplinary software developer with a strong background in Unity (C#) and immersive experiences (VR/AR, Mobile, Desktop), now expanding into modern full-stack web development using React, TypeScript, and Node.js. I've led the development of over 15 interactive applications at Neomorph Studio. I am passionate about building meaningful, high-performance digital experiences, I thrive in teams that value innovation and quality.

CORE SKILLS

Languages & Tools: C# • TypeScript • JavaScript • React • Node.js • Three.js • SQL • PostgreSQL • Unity Engine • Vite • AWS • Supabase

Development Areas: Full-Stack Development • Real-Time 3D & AR/VR • API Design • UI Implementation • Performance Optimization

Soft Skills: Cross-Functional Communication • Agile Collaboration • Code Reviews • Problem Solving • Leadership • UX-Driven Thinking

EXPERIENCE

Software Developer (Self-Employed, PFA), Brasov, Romania
(03/2025) - Present

Continued my collaboration with Neomorph Studio through outsourcing projects, providing full development support across Unity and web technologies.

In parallel, I worked with direct international clients, including long-term collaborations with partners from Spain, delivering custom software solutions and interactive experiences.

Highlights:
- Provided outsourced development services for Neomorph Studio projects;
- Managed end-to-end delivery for external clients, from concept to deployment;
- Developed Unity, web, and backend applications tailored to client needs;
- Built and maintained strong client relationships through consistent results and communication.

Neomorph Studio, Brasov, Romania • Software Developer
(08/2021) - (03/2025)

At Neomorph Studio, I work as a Lead Unity and Full-Stack Developer, creating immersive experiences across VR, AR, mobile, desktop, and web platforms.
I have led the end-to-end development of multiple interactive applications, from concept to deployment, ensuring performance, visual quality, and user experience.
My work combines Unity (C#) for real-time environments with modern web technologies such as React, TypeScript, and AWS to deliver engaging, connected products.
A major milestone was my collaboration with PlanetQuest, where I began expanding into web and backend development. I contributed to the PlanetQuest Web platform using React and styled-components for the front end, and Node.js + Express back-end services connected to PostgreSQL. I also supported their Discord backend development, helping synchronize gameplay systems with community tools.

Highlights:
- Led technical direction and architecture for cross-platform apps (VR, AR, Mobile, Desktop);
- Built and optimized real-time 3D experiences using Unity and C#;
- Developed web interfaces with React, TypeScript, Vite, and styled-components;
- Contributed to backend APIs using Node.js, Express, and PostgreSQL;
- Integrated services with AWS and Supabase for scalable infrastructure;
- Delivered 15+ successful projects across multiple industries.

Neomorph Studio, Brasov, Romania • Junior Developer
(06/2020) - (08/2021)

At Neomorph Studio, I began my professional journey as a Junior Unity Developer, contributing to the development of AR, VR, and native Windows applications. My primary focus was implementing user interfaces and assisting with gameplay features across various interactive projects. I collaborated closely with designers and senior developers to transform UI mockups into functional in-game interfaces and to build intuitive, optimized user experiences within Unity.

Highlights:
- Implemented and animated user interfaces using Unity UI Toolkit and Canvas systems;
- Developed and maintained gameplay logic for small-scale AR/VR and desktop applications;
- Assisted in scene setup, asset integration, and interaction scripting;
- Collaborated in testing, debugging, and performance optimization of Unity builds;
- Gained experience with C#, Unity Editor tools, and cross-platform deployment.

E D U C A T I O N

Faculty of Mathematics and Computer Science, Transilvania University of Brasov • Bachelor Degree
Graduation Year (2021)

Developed a strong foundation in computer science, mathematics, and software engineering principles. Gained hands-on experience in programming, algorithms, databases, and object-oriented design, with a focus on practical application through academic projects.