



CONTACT

LFG. Relocation possible.

I currently live in Copenhagen, and you can notice me at:

- **this.tudor** at **g mail dot com**
- **this.tudor** at **proton mail dot com**

↳ (inline) openPGP: [public key \(QR Code\)](#), [fingerprint \(QR Code\)](#)

- [openPGP](#) (e.g. OpenKeychain): [fingerprint \(QR Code\)](#), [public key](#)

TOOLS, SKILLS, BUZZWORDS

Unity 3D / C#  
UE4, UE3 / C++  
HTC Vive, OpenXR, Oculus VR  
Cardboard, GearVR, HoloLens

Git, Mercurial, Trello, Taskworld  
Agile, Scrum  
Latex

Languages

C# / .NET, WPF  
C++, C  
CG, HLSL, GLSL  
Python  
Processing  
...  
Lua  
Javascript, JQuery, PHP  
HTML5 Canvas  
AS 3.0, Stage3D, Flex

Technologies

OpenGL, DirectX, WebGL  
Direct Compute / GPGPU,  
Cuda, QT, GLUT  
TCP/IP, WebSockets, Databases

Adobe

Photoshop  
Premiere, AfterEffects  
InDesign

3D

Cinema4D,  
Sculptris, ZBrush  
3DS Max, Blender

EXPERIENCE AND STUDIES

Work ( february 2017 - )

VR Programmer at [Khora VR](#), Copenhagen. ←([khora-vr.com/](#))  
Games, Software, Art Installations. HTC Vive, OculusVR, GearVR, Cardboard, HoloLens.  
[Sample project video](#) ←([youtu.be/p2nTPQErlq](#))

Solo Work ( winter 2016 )

UE4/C++ custom gameplay and [raytracer](#) tech for an unannounced personal/collab project. ←([twitter.com/CarnegieLemon/status/809951848136404993](#))

Solo Work ( autumn 2016 )

VR sculpting tool with fluid dynamics:  
[deferredreality.com/?project=particles](#) ←([deferredreality.com/?project=particles](#))

Work ( spring 2015 - summer 2016 )

Software Developer at [UCS3D](#), Copenhagen. ←([youtu.be/UCvJGpkkgYLsOTq\\_3r9KQAqw](#))  
VR 3D architectural design validation in cityscapes generated from photogrammetry.  
App Systems, City PCG pipeline, Custom Lighting Simulation, Point Cloud Data, VR headsets, Technical Art, Gameplay.

Publication: ( FDG 2015 )

Paper: [Procedural Generation of 3D Caves for Games on the GPU](#). ←([julian.togelius.com/Mark2015Procedural.pdf](#))  
Presented at [Foundations of Digital Games 2015](#). ←([www.foundationsofdigitalgames.org/](#))  
Voxels, Compute, Grammar System Structure, Distance Fields, Additive Noise.

Work / Specialization ( 2013 - 2013 )

Two mobile / tablet titles. DADIU Productions (30 ECTS).  
Danish Academy of Digital Interactive Entertainment, Copenhagen.

Masters ( 2012 - 2014 )

MSc. in Game Technology (120 ECTS). IT University of Copenhagen, Denmark.  
e.g. Game Engines, Game Development, Game Design, Concept Design, Data Mining, AI, PCG, Graphics Programming, and a bunch of Dungeons & Dragons :)

"Gap year" studies ( 2011 - 2012 )

Industrial Design (60 ECTS). [Umeå Institute of Design](#), Sweden. ←([www.teknat.umu.se/english/news/.cid273128](#))  
Concept Design, Storytelling, Maker stuff (arduinos, kinects, party & gallery pieces).  
e.g. Interaction Design, Service Design, Product Design, Color Theory, Visualisation Techniques & Storytelling, Ergonomics, Transportation Design, Art History

CPE ( 2011 )

Certificate of Proficiency in English, level C2. Cambridge ESOL Level 3 International.  
passed with an A (pretty much the hardest Eng language test)

Bachelors ( 2008 - 2011 )

BSc. in Computer Science (180 ECTS). A.I. Cuza University, Iași, Romania.  
e.g. Network Programming, Compilers, Assembly, Matlab, OOP, .NET, Databases, AI, Graph Algorithms, Web Technologies, Information Security, Software Engineering, Computer Graphics, Bioinformatics

College ( 2005 - 2008 )

C and ActionScript

↓ [Download as PDF](#) ←([/boxdrop/TudorBerechetCVSection.pdf](#))