



## CONTACT

LFG. Relocation possible.

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

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- [this.tudor@protonmail.ch](mailto:thistudor@protonmail.ch)
- ↳ (inline) openPGP: [public key](#) (QR Code), [fingerprint](#) (QR Code)
- openPGP (e.g. OpenKeychain): [fingerprint](#) (QR Code), [public key](#)

## TOOLS, SKILLS, BUZZWORDS

Unity 3D / C# / ECS  
UE4, UE3 / C++  
HTC Vive / Valve Index, OpenVR, Oculus VR  
Cardboard, HoloLens, Oculus (all), MagicLeap

Git, Mercurial  
Agile, Scrum, Trello, Taskworld  
Latex

## Languages

C# / .NET, WPF  
C++, C  
CG, HLSL, GLSL  
Python  
Processing  
Lua  
Javascript, JQuery, PHP

## Technologies

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

## Adobe

Photoshop  
Premiere, AfterEffects

## 3D

Cinema4D,  
Sculptris  
Blender

## EXPERIENCE AND STUDIES

5 YEARS OF WORK  
7 YEARS OF UNIVERSITY  
15 YEARS OF PROGRAMMING

## Events, Camps, Misc

( 2017 - 2018 - 2019 - )

In my off time, I practice deconstructionism, futurism & futures design, SDGs, and discussing things that help, last, and can't do evil. ☹️

I take part in round table discussions and events on futurism, ideation, problem solving e.g. in the Copenhagen:

- Founders of Tomorrow (2019) Impact & Ideation camp (SDG), nonprofit based on the [Danish Innovation Institute](#). ← ([foundersoftomorrow.com/](#))

← ([un.org/sustainabledevelopment/sustainable-development-goals/](#))

← ([industriensfond.dk/english/about-the-foundation](#))

- [Tech Festival](#) ← ([techfestival.co/](#))

- [TechBBQ](#) ← ([https://techbbq.dk/](#))

- [DareDisrupt](#) ← ([https://daredisrupt.com/](#))

I also love the Dungeons & Dragons scene, with its theatrical mental improv and exploratory qualities, and like using it for team building and self analysis.

## Work (part time)

( february 2020 - ongoing)

Software Engineer at [Prediagnose](#). Building and assembling tech stacks, for secure handheld hardware bio-sampler sensor, app, and cloud data analysis & diagnosing. ← ([https://www.linkedin.com/company/prediagnose/](#))

[TED Talk <3](#) ← ([https://youtu.be/mzmvHQYRVMc](#))

## Work (fulltime, part time)

( february 2017 - ongoing)

VR Game Developer at [Khora VR](#) (games, simulations, healthcare, art, and b2b productions, and DK's first VR arcade). ← ([khora-vr.com/](#))

Gameplay, Software, Tools, Graphics Programming. HTC Vive / Valve Index, Cardboard, HoloLens, Oculus VR (all), MagicLeap.

[Sample project video: Raytraced Sculpter](#) ← ([youtu.be/p2nTPQErIqI](#))

## Indie Work

( winter 2016 )

UE4/C++ custom [raytracer](#) with prototype gpu physics for a personal/collab project.

← ([twitter.com/CarnegieLemon/status/809951848136404993](#))

## Indie Work

( autumn 2016 )

VR sculpting tool with fluid dynamics:

[deferredreality.com/?project=particles](#)

← ([deferredreality.com/?project=particles](#))

## Work (fulltime)

( 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, 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 / Internship (fulltime)

( 2013 - 2013 )

Shipped 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, AI, Game Design, Concept Design, Data Mining, PCG, Graphics Programming, and a bunch of jams, VR, and Dungeons & Dragons :)

## "Gap year" Masters

( 2011 - 2012 )

Industrial Design MFA (60 ECTS). Umeå Institute of Design, Sweden. ← ([www.teknat.umu.se/english/news/cid273128](#))

Concept Design, Storytelling, Maker stuff (arduinos, kinects, exhibit & party 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.

Got an A (read: pretty much the toughest En 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, Graph / Search Algorithms, Artificial Intelligence, Web Technologies, Information Security, Software Engineering, Computer Graphics, Bioinformatics

## Highschool

( 2005 - 2008 )

C and ActionScript

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