



CONTACT

LFG. Relocation possible.

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

- [this.tudor@gmail.com](mailto:thistudor@gmail.com)
- [this.tudor@protonmail.com](mailto:thistudor@protonmail.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, 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
HTML5 Canvas

Technologies

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

Adobe

Photoshop
Premiere, AfterEffects

3D

Cinema4D,
Sculptris
Blender

EXPERIENCE AND STUDIES 4 YEARS OF WORK 7 YEARS OF COLLEGE

Events, Camps, Miso

(2017 - 2018 - 2019 -)

In my off time, I practice deconstructionism, designing futures, SDGs, and thinking up things that help, last, and can't do evil. ☹️

I take part in round table discussions and events on ideation, futurism, and 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 consulting friends on how to use it for self analysis & improvement, and team building.

Work

(february 2017 - ongoing)

VR Programmer at [Khora VR](#) (education, healthcare, art, games, and b2b production co, and DK's first VR arcade). ←(khora-vr.com/)

Games, Software, Tools, Art Productions. HTC Vive / Index, Cardboard, HoloLens, Oculus VR (all), MagicLeap.

[Sample project video: Raytraced Sculpter](#) ←(youtu.be/p2nTPQErlqI)

Own Work

(winter 2016)

UE4/C++ custom [raytracer](#) with prototype gpu physics for a personal/collab project. ←(twitter.com/CarnegieLemon/status/809951848136404993)

Own 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, 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

(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 Eng language test)

Bachelors

(2008 - 2011)

BSc. in Computer Science (180 ECTS). A.I. Cuza University, Iasi, 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

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