



CONTACT

LFG. Relocation possible.

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

• [this.tudor@gmail.com](mailto:thistudor@gmail.com)

• [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

• [Keybase.io/Tudor_/chat](https://keybase.io/Tudor_/chat)

TOOLS, SKILLS, BUZZWORDS

Unity3D / C# / ECS
UE4, UE3 / C++
SteamVR, Valve Index, HTC Vive, OculusVR,
Quest/Go/Rift, MS HoloLens, MagicLeap

Git, Docker, CI/CD
Agile, Scrum, Trello, Taskworld, Harvest
Latex

Languages

C#
C++, C
CG, HLSL, GLSL
Python
Processing
Lua, Javascript, JQuery,
php, Java, Matlab

Technologies

.NET, Azure, WPF, Xamarin
OpenGL, DirectX, WebGL
Direct Compute / GPGPU,
Cuda, QT, GLUT
TCP/IP, UDP, WebSockets
Pytorch

Adobe

Photoshop
Premiere, AfterEffects

3D

Cinema4D,
Sculptris
Blender, BPython

EXPERIENCE AND STUDIES

7 YEARS OF INDUSTRY,
7 YEARS OF UNIVERSITY,
17 YEARS OF PROGRAMMING

Work (part time → full time)

(october 2020 - ongoing)

Senior Graphics Programmer at [Cylindo](#). Automation of 3D / Browser / XR pipeline for product visualization, catalogue, design validation, preview.

→(<https://www.cylindo.com/>)

Graphics programming stacks, web technologies, streaming, post processing, content generation, automation, re-usability, game engines, grading software etc.

Steam Early Access, VR (indie work)

(april 2020 - ongoing)

[VR](#) & Graphics stack developer on [Graffiti Bombing](#). V1 in Steam beta.

An upcoming high fidelity VR volumetric [Graffiti Simulator](#) with only moderate amounts of too high ambitions. Ask for our Discord. ♥

→(https://store.steampowered.com/app/561440/Graffiti_Bombing/)

Unity3D 2019.2, volumetric data structures & SDF raytracing, recordable lag-proof uninterrupted lines, ECS, VR interactions, networking-agnostic code, data/texture/LoD streaming, DirectX11+ (for now), custom renderers, command buffers.

PCG Advisor, Branching Sickness (indie work)

(summer - winter 2020)

Invited to be a Procedural Content Generation advisor on [Branching Sickness](#) on incorporating my published [paper](#). A Halo Flood fan game with a huge team of devs & volunteers. →(<https://twitter.com/SicknessGame>)

→(<http://julian.togelius.com/Mark2015Procedural.pdf>)

Unity3D → UE4, PCG, Voxels, Compute, Grammar System Structure, Distance Fields, Additive Noise.

Work (startup, part time + ↓)

(february 2020 - ongoing)

Software Engineer on [Prediagnose](#). Building and assembling tech stacks for secure handheld hardware bio-sampler sensors, app, and cloud data analysis & automated diagnosing of bacteria, COVID-19, pollutants.

→(<https://www.prediagnose.com/>)

.NET, Xamarin.Forms, Auth0 tokens, MS Azure stack, Shared Access Signatures storage containers, databases, GDPR, PalmSens.
- TED Talk on the biotech ♥ →(<https://youtu.be/mzmvHQYRVMc>)

Work (full time, part time + ↑)

(february 2017 - september 2020)

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

Gameplay, Software, Tools, Graphics Programming. Early adoption for virtually every headset on the market.

Sample project videos:

- [VR](#) Raytraced Compute Sculpter →(youtu.be/p2nTPQErqIq)

- Optimized Exposure Therapy Streaming Platform for Oculus Go →(https://youtu.be/hg3L_TTokcc)

Indie Work

(↓ - december 2018)

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

Indie Work, VR

(september 2016 - ↑)

[VR](#) particle sculpting tool with fluid dynamics:

deferredreality.com/?project=particles
→(deferredreality.com/?project=particles)

Work (full time)

(spring 2015 - summer 2018)

Software Developer at [UCS3D](#), Copenhagen. →(youtu.be/UCwJGpkkgYL5OTq_3rgKQAqw)

Worked on 2 platforms for [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:

(FD0 2015)

Paper: Procedural Generation of 3D Caves for Games on the GPU. →(julian.togelius.com/Mark2015Procedural.pdf)
(deferredreality.com/?project=gpgpu)

Presented at Foundations of Digital Games 2015. →(www.foundationsofdigitalgames.org/)
Voxels, Compute, Grammar System Structure, Distance Fields, Additive Noise.

Work / Internship (full time) (3rd semester of MSc ↓)

(2013 - 2014)

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. →(<https://en.itu.dk/>)

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)

Took an inspiring break from hard science / CS, with an Industrial Design MFA (60 ECTS). Umeå Institute of Design, Sweden. (up with the northern lights) →(www.teknat.umu.se/english/news/?cid273128)

Product Design, 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 English language test)

Bachelors

(2008 - 2011)

BSc. in Computer Science (180 ECTS). A.I. Cuza University, Iasi, Romania. →(<http://www.uaic.ro/>)

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

Events, Camps, Misc

(2017 - 2018 - 2019 - Corona -)

Apart from various [Web3](#) & DAO meetups, and [VR](#)/XR, tech, & games events (AWE, Unite), in my off time I learn and write about deconstructionism, futurism & futures design, SDGs, and things that help, last, and can't do evil (tech + game theory + ethics). ♥

I take part in bootcamps, round table discussions, events and meetups e.g. in:

- Speculative Futures →(www.futures.design/)
- 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/>)
- Ethereum Cph and Web3 & DAO meetups, scheming & consulting.
→(<https://www.meetup.com/Copenhagen-Ethereum-Meetup/>)

I also ♥ the Dungeons & Dragons scene, with the space's theatrical mental improv & exploratory qualities. + I use it for team building, self analysis, and to just like digging it up within the professional world.

↓ Download as PDF

→(http://www.deferredreality.com/boxdrop/TudorBerechetCVSection-from_personal_website_-_www.deferredreality.com.pdf)