CONTACT

 ./tdbe
 /tdbe
 /in/tudorberechet
 @carnegielemon

LFG. Relocation possible.

I currently live in Copenhagen, and you can notice me at:
- this.tudor @ Gmail.com
- this.tudor @ 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, 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. HTCVive, OculusVR, GearVR, Cardboard,
HoloLens.

Sample project video: raytraced sculpter ←(youtu.be/p2nTPQErIqI)

Own Work   (winter 2016)

UE4/C++ custom raytracer and gameplay tech for an unannounced
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 / Specialization   (2013 - 2013)

Two mobille / 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 VR and 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 & exhibition
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

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