



CONTACT

LFG. Relocation possible.

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

- this.tudor@gmail.com
- this.tudor@protonmail.ch

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

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

• [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, Mercurial
Agile, Scrum, Trello, Taskworld, Harvest
Latex

Languages

C#
C++, C
CG, HLSL, GLSL
Python
Processing
Lua, Javascript, JQuery,
PHP

Technologies

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

Adobe

Photoshop
Premiere, AfterEffects

3D

Cinema4D,
Sculptris
Blender

EXPERIENCE AND STUDIES

5 YEARS OF INDUSTRY,
7 YEARS OF UNIVERSITY,
15 YEARS OF PROGRAMMING

Events, Camps, Misc

(2017 - 2018 - 2019 - Corona -)

Apart from various VR/XR, tech, & games events, in my off time I learn and write about deconstructionism, futurism & futures design, SDGs, and things that help, last, and **can't** do evil (ie game theory, ethics). ♥

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

- 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 and Web3 Cph ← ([https://www.meetup.com/Copenhagen-Ethereum-Meetup/](#))

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.

Steam Early Access, VR (indie work)

(april 2020 - ongoing)

VR & Graphics stack developer on **Graffiti Bombing**. V1 released in May 2020.

An upcoming high fidelity VR volumetric Graffiti Simulator with free roaming single player campaign, steam workshop integration, multiplayer. Ask for our Discord. ♥ ← ([https://store.steampowered.com/app/561440/Graffiti_Bombing/](#))

Unity3D 2019.2, multithreading, ECS, VR interactions, networking, data/texture/LoD streaming, DirectX11+ (for now), custom renderers, command buffers, raytracing, SDFs, volumetric data structures, clever projection for smooth uninterrupted lines etc.

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 & diagnosing. ← ([https://www.linkedin.com/company/prediagnose/](#))

.NET, Xamarin.Forms, Auth0 tokens, MS Azure stack, Shared Access Signatures storage containers, GDPR, PalmSens.

- TED Talk on the biotech ♥ ♥ ← ([https://youtu.be/mzmVHQYRVMc](#))

Work (full time, 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. And developed early for virtually every headset on the market.

Sample project videos:

- VR Raytraced Compute Sculpter ← ([youtu.be/p2nTPOErIqI](#))
- Super optimized Exposure Therapy Streaming Platform for Oculus Go ← ([https://youtu.be/h93L_TTokcc](#))

Indie Work

(- december 2016)

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

Indie Work

(september 2016 -)

VR sculpting tool with fluid dynamics:

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

Work (full time)

(spring 2015 - summer 2016)

Software Developer at **UCS3D**, Copenhagen. ← ([youtu.be/UcVJGpkkgYLsOTq_3r9KQAqw](#))

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:

(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 (full time)

(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. ← ([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.tekmat.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 English language diploma)

Bachelors

(2008 - 2011)

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

↓ Download as PDF ← ([http://www.deferredreality.com/boxdrop/TudorBerechetCVSection-from_personal_website_-_www.deferredreality.com\).pdf](#))