



## 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](#)

## TOOLS, SKILLS, BUZZWORDS

Unity 3D / C#  
UE4, UE3 / C++  
HTC Vive, OpenVR, Oculus VR  
Cardboard, GearVR, HoloLens, Oculus Go,  
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

3.5 YEARS OF WORK  
7 YEARS OF COLLEGE

### Work

( february 2017 - )

VR Programmer at Khora VR, Copenhagen. ←(khora-vr.com/)  
Games, Software, Tools, Art Productions. HTC Vive, OculusVR, GearVR,  
Cardboard, HoloLens, Oculus Go, MagicLeap.

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

### 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" 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, 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, Iași, Romania.  
e.g. Network Programming, Compilers, Assembly, Matlab, OOP, .NET, Databases,  
AI, Graph Algorithms, Web Technologies, Information Security, Software  
Engineering, Computer Graphics, Bioinformatics

### Highschool

( 2005 - 2008 )

C and ActionScript

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