



CONTACT

LFG.
Relocation possible.

I currently live in Copenhagen, and you can notice me at:
this.tudor at **gmail** dot **com**
this.tudor at **protonmail** dot **com**
[openPGP4 fingerprint](#), [QR Code](#)

TOOLS, SKILLS, BUZZWORDS

Unity 3D / C#
UE4, UE3 / C++
HTC Vive, OpenXR, Oculus VR
Google Cardboard, Gear VR

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/](#))
[Sample project video](#) ←([youtu.be/p2nTPQErIqI](#))

Solo Work (winter 2016)

UE4/C++ custom gameplay and [raytracer](#) tech for an unannounced
personal/collab project. ←([twitter.com/CarnegieLemon/status/809951848136404993](#))

Solo Work (autumn 2016)

VR sculpting tool with fluid dynamics:
[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, Technical Art, 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 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, Game Design, Concept Design, Data
Mining, AI, PCG, Graphics Programming, and a bunch of 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 & gallery
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