



CONTACT

LFG. Relocation possible.

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

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- [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](#)

TOOLS, SKILLS, BUZZWORDS

Unity 3D / C#
UE4, UE3 / C++
HTC Vive, OpenVR, Oculus VR
Cardboard, 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
UDPI/TCP/IP, WebSockets

Adobe

Photoshop
Premiere, AfterEffects

3D

Cinema4D,
Sculptris
Blender

EXPERIENCE AND STUDIES

4 YEARS OF WORK
7 YEARS OF COLLEGE

Events and Camps

(2017 - 2018 - 2019 -)

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](#))

I also participate in other round table discussions and events on ideation, futurism, and problem solving e.g. in the Copenhagen [Tech Festival](#).

← ([techfestival.co/](#))

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/p2nTPQEr1ql](#))

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" Masters

(2011 - 2012)

Industrial Design MFA (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, Graph / Search Algorithms, Artificial Intelligence, Web Technologies, Information Security, Software Engineering, Computer Graphics, Bioinformatics

Highschool

(2005 - 2008)

C and ActionScript

↓ [Download as PDF](#) ← ([/boxdrop/TudorBerechetCVSection.pdf](#))