



CONTACT

LFG. Relocation possible.

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

- **this.tudor** at **g mail** dot **com**
- **this.tudor** at **proton mail** dot **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, OpenXR, 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. HTC Vive, OculusVR, GearVR, Cardboard, HoloLens.

[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](#)
←(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 (arduinosaurs, 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

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