

## CONTACT

LFG. Relocation possible.

I live/d in France, Spain, Denmark, Romania. You can contact me at:

deferredreality.com

• this tudor ● G Mail Soll.
• this tudor ● O'Proton Mail Enter

(inline) openPGP: public key (QR Code), fingerprint (QR Code)

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, Docker, CI/CD

Agile, Scrum, Jira, Trello, Taskworld, Harvest Latex

### Languages

C#

C++, C CG, HLSL, GLSL

Python Processing

Lua, Javascript, Rust, php, Matlab

#### Technologies

.NET, Azure, WPF, Xamarin OpenGL, DirectX, WebGL Direct Compute / GPGPU,

Cuda, QT, GLUT TCP/IP, UDP, WebSockets

Pytorch

Adobe

Photoshop Premiere, AfterEffects

3D

Cinema<sub>4</sub>D,

Sculptris Blender, BPython

#### **EXPERIENCE AND STUDIES** 9 YEARS OF INDUSTRY, 7 YEARS OF UNIVERSITY, 19 YEARS OF PROGRAMMING

Work (full time)

(april 2023 - ongoing)

Seniorly & stealthily building at a Snoop Dogg funded French MMO .

Engine, asset streaming & tools, terraforming & tools, gameplay behaviours & tools.

(Gap for finishing up @ Prediagnose 2020 - 2023 (see below)).

Work (full time) (october 2020 - november 2022)

Senior Graphics Programmer at Cylindo (Chaosgroup). Automation of 3D / Web / XR pipeline for product visualization, catalogue, design validation. ←(https://www.cylindo.com)

Graphics programming stacks, web technologies, streaming, post processing, content generation, automation, reusability, game engines, grading software etc.

(april 2020 ~ 2021) Steam Early Access, VR (indie work, part time)

VR & Graphics stack developer on Graffiti Bombing. V1 in Steam beta.

amounts of too high ambitions. Ask for our Discord. ♥ ←(https://store.steampowered.com/app/561440/Graffiti\_Bombing/) Unity3D 2019.2, volumetric data structures & SDF raytracing, recordable lagproof uninterrupted lines, ECS, VR interactions, networking-agnostic code,

An upcoming high fidelity VR volumetric Graffiti Simulator with only moderate

data/texture/LoD streaming, DirectX11+ (for now), custom renderers, command buffers.

(february 2020 - 2023) Work (startup, part time + ↓ )

Software Engineer and R&D for Prediagnose. Building and assembling tech stacks for secure handheld hardware bio-sampler sensors, app, and cloud data analysis & COVID-19, automated pollutants. diagnosing bacteria, ←(https://www.prediagnose.com/)

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

- TED Talk on the biotech ♥ ←(https://youtu.be/mzmvHQYRVMc)

PCG Advisor, Branching Sickness (indie work) (summer - winter 2020)

Invited to be a Procedural Content Generation advisor on Branching Sickness on

incorporating my published paper. A Halo Flood fan game with a huge team of devs & volunteers. ←(https://twitter.com/SicknessGame)

Unity3D -> UE4, PCG, Voxels, Compute, Grammar System Structure, Distance Fields, Additive Noise.

Work (full time, part time + ↑) (february 2017 - september 2020)

VR Game Developer at Khora VR (games, simulations, healthcare, art, b2b

productions, and DK's first VR arcade). ←(khora-vr.com/) Gameplay, Software, Tools, Graphics Programming. Early adoption for virtually

every headset on the market. Sample project videos:

- VR Raytraced Compute Sculpter ← (youtu.be/p2nTPQErIqI) - Optimized Exposure Therapy Streaming Platform for Oculus Go ←(https://youtu.be/hg3L\_TTokcc)

Indie Work (  $\downarrow$  - december 2016 )

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

Indie Work, VR ( september 2016 -  $\uparrow$  )

VR particle sculpting tool with fluid dynamics: deferredreality.com/?project=particles

←(https://julian.togelius.com/Mark2015Procedural.pdf)

←(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) ←(julian.togelius.com/Mark2015Procedural.pdf)

(deferredreality.com/? Paper: Procedural Generation of 3D Caves for Games on the GPU. project=gpgpu) Presented at Foundations of Digital Games 2015. ←(www.foundationsofdigitalgames.org/) Voxels, Compute, Grammar System Structure, Distance Fields, Additive Noise.

Work / Internship (full time) (3rd semester of MSc ↓) (2013 - 2013)

Shipped two mobille / tablet titles. DADIU Productions (30 ECTS).

Danish Academy of Digital Interactive Entertainment, Copenhagen.

Masters (2012 - 2014)

MSc. in Game Technology (120 ECTS). <u>IT University of Copenhagen</u>, Denmark. ←(https://en.itu.dk/) e.g. Game Engines, Game Development, Al, Game Design, Concept Design, Data Mining, PCG, Graphics Programming, and a bunch of jams, VR, and Dungeons & Dragons:)

"Gap year" Masters (2011 - 2012)

A product-oriented break: an Industrial & Product Design MFA (60 ECTS). Umeå Institute of Design, Sweden. (up with the northern lights) ←(www.teknat.umu.se/english/news/.cid273128) Product Design, 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

(2011)

Certificate of Proficiency in English, level C2. Cambridge ESOL Level 3 International. Got an A (proud; it's the toughest English test)

(2008 - 2011) Bachelors

BSc. in Computer Science (180 ECTS). A.I. Cuza University, Iași, Romania. ←(https://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

(2005 - 2008)Highschool C and ActionScript

(2016 - 2020 - Covid -:) Events, Camps, Misc

Apart from various VR/XR, product & tech, Web3, games events (AWE, Unite, Gamescom), in my off time I learn, deconstruct, and ramble about futures design, sustainable things that help, last, and can't do evil (tech + game theory + ethics).

I take part in bootcamps, round table discussions, events and meetups e.g. in: - Akasha Hub Barcelona & Bucharest

- Speculative Futures←(www.futures.design/)

- Founders of Tomorrow (2019) Impact & Ideation camp (SDG), nonprofit based ←(foundersoftomorrow.com/)

←(un.org/sustainabledevelopment/sustainabledevelopment-goals/) ←(industriensfond.dk/english/about-

on the Danish Innovation Institute.the-foundation)

- Tech Festival←(techfestival.co/)

- TechBBQ←(https://techbbq.dk/) - DareDisrupt←(https://daredisrupt.com/) - Web3 meetups & a bit of open source work.

I also 🖤 the Dungeons & Dragons scene, with the space's exploratory qualities. I use it for team building, self analysis, and just like to dig it up within the professional world.

# ↓ Download as PDF

←(https://www.deferredreality.com/boxdrop/TudorBerechetCVSectionfrom\_personal\_website\_-\_www.deferredreality.com.pdf)

CPE