



## CONTACT

LFG. Relocation possible.

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

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- [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, HoloLens, Oculus (all), 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

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 take part 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's 1st VR arcade, and healthcare, art, games, and b2b production co). ← ([khora-vr.com/](#))

Games, Software, Tools, Art Productions. HTC Vive, OculusVR, GearVR, Cardboard, HoloLens, Oculus (all), MagicLeap.

[Sample project video: Raytraced Sculpter](#) ← ([youtu.be/p2nTPQErlqI](#))

### 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](#))