



CONTACT

LFG. Relocation possible.

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

- [this.tudor@gmail.com](mailto:thistudor@gmail.com)
- [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
- [Keybase.io/Tudor_/chat](https://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, Trello, Taskworld, Harvest
Latex

Languages

C#
C++, C
CG, HLSL, GLSL
Python
Processing
Lua, Javascript, JQuery,
php, Java, 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

Cinema4D,
Sculptris
Blender, BPython

EXPERIENCE AND STUDIES

6 YEARS OF INDUSTRY,
7 YEARS OF UNIVERSITY,
16 YEARS OF PROGRAMMING

Work (part time → full time) (october 2020 - ongoing)

Senior Graphics Programmer at [Cylindo](#). Automation of 3D / Browser / XR pipeline for product visualization, catalogue, design validation, preview.

[←\(https://www.cylindo.com\)](https://www.cylindo.com)

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

Steam Early Access, VR (indie work) (april 2020 - ongoing)

VR & Graphics stack developer on [Graffiti Bombing](#). V1 in Steam beta.

An upcoming high fidelity VR volumetric Graffiti Simulator with only moderate amounts of too high ambitions. Ask for our Discord. ♥ [←\(https://store.steampowered.com/app/561440/Graffiti_Bombing/\)](https://store.steampowered.com/app/561440/Graffiti_Bombing/)

Unity3D 2019.2, volumetric data structures & SDF raytracing, recordable lag-proof uninterrupted lines, ECS, VR interactions, networking-agnostic code, data/texture/LoD streaming, DirectX11+ (for now), custom renderers, command buffers.

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. [←\(https://twitter.com/SicknessGame\)](https://twitter.com/SicknessGame)

[←\(http://julian.togelius.com/Mark2015Procedural.pdf\)](http://julian.togelius.com/Mark2015Procedural.pdf)

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

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

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

.NET, Xamarin.Forms, Auth0 tokens, MS Azure stack, Shared Access Signatures storage containers, databases, GDPR, PalmSens.

- TED Talk on the biotech ♥ [←\(https://youtu.be/mzmVHQYRVMc\)](https://youtu.be/mzmVHQYRVMc)

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). [←\(khora-vr.com/\)](https://khora-vr.com/)

Gameplay, Software, Tools, Graphics Programming. Early adoption for virtually every headset on the market.

Sample project videos:

- **VR** Raytraced Compute Sculpter [←\(youtu.be/p2nTPOEriql\)](https://youtu.be/p2nTPOEriql)

- Optimized Exposure Therapy Streaming Platform for Oculus Go [←\(https://youtu.be/h93L_TTokcc\)](https://youtu.be/h93L_TTokcc)

Indie Work (↓ - december 2018)

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

Indie Work, VR (september 2018 - ↑)

VR particle sculpting tool with fluid dynamics:

deferredreality.com/?project=particles

[←\(deferredreality.com/?project=particles\)](https://deferredreality.com/?project=particles)

Work (full time) (spring 2015 - summer 2016)

Software Developer at [UCS3D](#), Copenhagen. [←\(youtu.be/UCvJGpkkgYL5OTq_3r9KQAqw\)](https://youtu.be/UCvJGpkkgYL5OTq_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)

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

[\(deferredreality.com/?](https://deferredreality.com/)

Paper: Procedural Generation of 3D Caves for Games on the GPU. [project=gpgpu](https://deferredreality.com/?project=gpgpu)

Presented at [Foundations of Digital Games 2015](#). [←\(www.foundationsofdigitalgames.org/\)](https://www.foundationsofdigitalgames.org/)

Voxels, Compute, Grammar System Structure, Distance Fields, Additive Noise.

Work / Internship (full time) (3rd semester of MSc ↓) (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. [←\(https://en.itu.dk/\)](https://en.itu.dk/)

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)

Took an inspiring break from hard science / CS, with an Industrial Design MFA (60 ECTS). [Umeå Institute](#) of Design, Sweden. (up with the northern lights) [←\(www.teknat.umu.se/english/news/cid273128\)](http://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

OPE (2011)

Certificate of Proficiency in English, level C2. Cambridge ESOL Level 3 International.

Got an A (read: pretty much the toughest English language test)

Bachelors (2008 - 2011)

BSc. in Computer Science (180 ECTS). [A.I. Cuza University](#), Iasi, Romania. [←\(http://www.uaic.ro/\)](http://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

Highschool (2005 - 2008)

C and ActionScript

Events, Camps, Miso (2017 - 2018 - 2019 - Corona -)

Apart from various **VR/XR**, tech, & games events (AWE, Unite), in my off time I learn and write about deconstructionism, futurism & futures design, SDGs, and 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:

- Speculative Futures [←\(www.futures.design/\)](http://www.futures.design/)

- [Founders of Tomorrow](#) (2019) Impact & Ideation camp (SDG), nonprofit [←\(foundersoftomorrow.com/\)](https://foundersoftomorrow.com/)

[←\(un.org/sustainabledevelopment/sustainable-development-goals/\)](https://un.org/sustainabledevelopment/sustainable-development-goals/)

[←\(industriensfond.dk/english/about-the-foundation\)](https://industriensfond.dk/english/about-the-foundation)

based on the [Danish Innovation Institute](#).the-foundation)

- Tech Festival [←\(techfestival.co/\)](https://techfestival.co/)

- TechBBQ [←\(https://techbbq.dk/\)](https://techbbq.dk/)

- [DareDisrupt](https://daredisrupt.com/) [←\(https://daredisrupt.com/\)](https://daredisrupt.com/)

[←\(https://www.meetup.com/Copenhagen-Ethereum-\)](https://www.meetup.com/Copenhagen-Ethereum/)

- Ethereum and Web3 Cph [Meetup/](https://www.meetup.com/Copenhagen-Ethereum/)

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

↓ Download as PDF

[←\(http://www.deferredreality.com/boxdrop/TudorBerechetCVSection-from_personal_website_-_www.deferredreality.com/pdf\)](http://www.deferredreality.com/boxdrop/TudorBerechetCVSection-from_personal_website_-_www.deferredreality.com/pdf)