



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.com](mailto:thistudor@protonmail.com)
- (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,
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

Cinema4D,
Sculptris
Blender, BPython

EXPERIENCE AND STUDIES

8 YEARS OF INDUSTRY,
7 YEARS OF UNIVERSITY,
18 YEARS OF PROGRAMMING

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

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

Steam Early Access, VR (indie work, part time)

(april 2020 - 2021)

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.

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, Autho tokens, MS Azure stack, Shared
Access Signatures storage containers, databases, GDPR,
PalmSens.
- [TED Talk on the biotech](https://youtu.be/mzmvHOYRVMc) ♥ [←\(https://youtu.be/mzmvHOYRVMc\)](https://youtu.be/mzmvHOYRVMc)

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 (full time, part time + ↑)

(february 2017 - september 2020)

VR Game Developer at [KhoraVR](#) (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 [←\(youtu.be/p2nTPQErIqI\)](https://youtu.be/p2nTPQErIqI)
- Optimized Exposure Therapy Streaming Platform for Oculus Go [←\(https://youtu.be/hg3L_TTokcc\)](https://youtu.be/hg3L_TTokcc)

Indie Work

(↓ - december 2016)

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 2016 - ↑)

VR particle sculpting tool with fluid dynamics:
deferredreality.com/?project=particles
[←\(deferredreality.com/?project=particles\)](http://deferredreality.com/?project=particles)

Work (full time)

(spring 2015 - summer 2016)

Software Developer at [UCS3D](#), Copenhagen. [←\(youtu.be/UCvJGpkkgyLSOTq_3rgKQAqw\)](https://youtu.be/UCvJGpkkgyLSOTq_3rgKQAqw)

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)

Paper: [Procedural Generation of 3D Caves for Games on the GPU](#). [←\(julian.togelius.com/Mark2015Procedural.pdf\)](http://julian.togelius.com/Mark2015Procedural.pdf)
[←\(deferredreality.com/?project=ggpgu\)](http://deferredreality.com/?project=ggpgu)

Presented at [Foundations of Digital Games 2015](#). [←\(www.foundationsofdigitalgames.org/\)](http://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) [←\(www.teknatumu.se/english/news/cid273128\)](http://www.teknatumu.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

CPE

(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](#), Iași, 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, Misc

(2017 - 2018 - 2019 - Corona -)

Apart from various **Web3** & DAO meetups, and **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](http://www.futures.design/)[←\(www.futures.design/\)](http://www.futures.design/)
- [Founders of Tomorrow](#) (2019) Impact & Ideation camp (SDG),
nonprofit based on the [Danish Innovation Institute](#).[←\(foundersoftomorrow.com/\)](http://foundersoftomorrow.com/)
[←\(un.org/sustainabledevelopment/sustainable-development-goals/\)](http://un.org/sustainabledevelopment/sustainable-development-goals/)
[←\(industriensfond.dk/english/about-the-foundation\)](http://industriensfond.dk/english/about-the-foundation/)
- [Tech Festival](http://techfestival.co/)[←\(techfestival.co/\)](http://techfestival.co/)
- [TechBBQ](https://techbbq.dk/)[←\(https://techbbq.dk/\)](https://techbbq.dk/)
- [DareDisrupt](https://daredisrupt.com/)[←\(https://daredisrupt.com/\)](https://daredisrupt.com/)
- [Ethereum_Cph](#) and [Web3 & DAO](#) meetups, scheming &
consulting.[←\(https://www.meetup.com/Copenhagen-Ethereum-Meetup/\)](https://www.meetup.com/Copenhagen-Ethereum-Meetup/)

I also ♥ the Dungeons & Dragons scene, with the space's
theatrical mental improv & exploratory qualities. • I use it for team
building, self analysis, and to just like digging 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)