



### CONTACT

LFG. Relocation possible.

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

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- [this.tudor@protonmail.ch](mailto:tdbe@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, 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: raytraced sculpter](#) ←([youtu.be/p2nTPQErIqI](#))

#### Own Work

( winter 2016 )

UE4/C++ custom [raytracer](#) and [gameplay tech](#) for an unannounced 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 / 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 VR and 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 (arduinos, kinects, party & exhibition 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

#### College

( 2005 - 2008 )

C and ActionScript

↓ [Download as PDF](#) ←([/boxdrop/TudorBerechetCVSection.pdf](#))