

# Valentin Dumitru

Software Engineer



## About me

Hello, my name is Valentin Dumitru. I'm a software engineer who values thoughtful, strategic problem-solving. I prioritize doing things right the first time, ensuring efficiency and quality from the outset. This approach not only meets but often exceeds expectations, exemplifying my commitment to effective and sustainable engineering solutions.

## Contact

### My Portfolio

<https://valydumitru01.github.io/ValentinDumitrusPortfolio/>



Born on 11/05/2001



valentindmtr115@gmail.com



valydumitru01@yahoo.com



+34 651953462



Oviedo, Spain



LinkedIn: Valentin Dumitru



Twitter: Valentin Dumitru



GitHub: Valentin Dumitru



Car Available: Not Yet

## Languages



Spanish - Native Language



English - Certified Advanced (C1)



Romanian - Native, but not very fluid

## Education

Sep. 2019



Jun. 2024

5 years



### Bachelor Degree Software Engineering Engineer

Oviedo, Asturias, Spain

Studying software engineering has made me much of what I am today. It changed me for the better, it disciplined me and it made me work harder. It showed me that I can achieve great things if I work hard enough. The expected duration is 4 years but I took another year just to be able to finish my excessively extensive final degree project.

240 ECTS (European Credit Transfer System)

Spanish Average Grade: 7'4/10

## Working Experience

Feb. 2023



Apr. 2023

3 months



### Inetum - Outsystems Internship

Oviedo, Asturias, Spain

Intern

This was part of the degree curriculum, to gain some experience in the business world.

My main job here was full stack developer, working with Outsystems, a low-code platform for easy development and deployment. My tasks were to create a website using Outsystems, an E-Commerce. I designed, documented and developed it from scratch. It was for practice purposes only.

2023

3 months

### Linux Bash Tutor Independent

Oviedo, Asturias, Spain (Remote)

I helped a student of first year of system administration with basic/intermediate Linux Bash commands and scripts.

2021-2022

one year

### Math Tutor Independent

Oviedo, Asturias, Spain (Remote)

I helped a 4th year of high school student throughout his academic year.

2021-2022

5 months

### Basic IT Tutor Independent

Oviedo, Asturias, Spain

I did some basic IT classes for people who needed them. They were mostly oldish people who needed some actualization.

## Personal Projects

Jun. 2021



Now

2 years

### Personal Game Engine "GLESC"

Oviedo, Asturias, Spain

Final Degree Project for my engineering degree

The project is a custom, simple, game engine written in c++ with SDL and OpenGL. It included a ECS architecture over some subsystems, mainly a graphic engine, a physics engine, an input engine and a debugging system. It includes fully implemented custom math library and an abstraction for the graphic API. The project took approximately 3500 hours of work.

- For more information about it, here is a link to the GitHub repository: <https://github.com/valydumitru01/GLESC>.

- Also, you can take a look at the introduction video for an easy understanding of it: GLESC Engine Introduction Video.

- I also recommend checking the PDF documentation for it, it's an extensive, 300+ pages PDF with all the information needed for the engine. It's unfortunately only available in Spanish in this link.

Soft Skills and Strengths

Creativity

Curiosity

Flexibility

Self Confidence

Ability to Plan and Organize

Autonomy

Problem Solving

Team Working

Love Learning New Things

Leadership

Good Communication

Patience

Good talking to crowds

Initiative

Reliable

Nerves of Steel

Other Interests

• Videogames 🎮

• Chess ♟

• Music 🎵

• Gym 🏋

• Art 🎨

• 3D modeling 📦

• Anime ★

💻 TECHNOLOGY SKILLS

Skills that I currently have related to some kind of software.

Game Development

Custom Engines

Unity

Unreal Engine

Graphic Technology

Blender

Magica-Voxel

Photoshop

Gimp

Office Software

MS Office (Excel, Word, PowerPoint)

ℒ<sub>A</sub>T<sub>E</sub>X

</> PROGRAMMING SKILLS

With most used libraries, frameworks or sub-languages

Language	Tools/Frameworks
C++	SDL, OpenGL, Boost, CMake, Make, Doxygen
Web	CSS, HTML5, JavaScript, Typescript, Bootstrap, JQuery, NodeJS

💡 SOFTWARE DEVELOPMENT SKILLS

• Game Programming

- Game engine development
- Game-play development

• Data Oriented Programming

• Object Oriented Programming

• Functional Programming

• Programming Patterns

• Data Structures

• Web Development