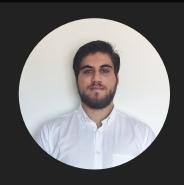# Valentin **Dumitru**
Software Engineer

About me ---

Hello, my name is Valentin Dumitru. I'm a software engineer. That means that I solve problems as my way of living. I like to think of myself as a hardworking lazy individual. I rather do things right the first time and spend a good amount of time on it than do it fast and have to do it again several times. For me, engineering is a type of long term, big picture, laziness.

--- 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** 📍 Oviedo, Asturias, Spain **Software Engineering** *Engineer* 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   📍 Oviedo, Asturias, Spain
Internship
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   📍 Oviedo, Asturias, Spain (Remote)
Independent
I helped a student of first year of system administration with basic/intermediate Linux Bash commands and scripts.

2021-2022
one year

Math Tutor   📍 Oviedo, Asturias, Spain (Remote)
Independent
I helped a 4th year of high school student throughout his academic year.

2021-2022
5 months

Basic IT Tutor   📍 Oviedo, Asturias, Spain
Independent
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 🎮
- Music 🎵
- Art 🖌
- 3D modeling 📦

- Chess ♟
- Gym 🏆
- 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) LaTeX

</> 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**