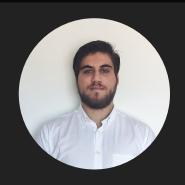
Valentin **Dumitru**

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
- in 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

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

Inetum - Outsystems Internship Oviedo, Asturias, Spain

Q Oviedo, Asturias, Spain

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

3 months

inetum.

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)

e year 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

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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



Other Interests

- Videogames 🕶
- Chess 🖥
- Music 🎜
- Art 🖋
- Gym 🏆
- 3D modeling 📦
- Anime 🖈

TECHNOLOGY SKILLS

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

Game Custom Engines

Development Unity

Unreal Engine

Graphic Blender
Technology Magica-Voxel

Photoshop Gimp

Office MS Office (Excel, Word, PowerPoint)

Software ME

</> 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