

VALENTIN DUMITRU

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github.com/valydumitru01 | valydumitru01.github.io/ValentinDumitrusPortfolio/

EDUCATION

Universidad de Oviedo

Bachelor's, Software Engineering

Sep 2019 - Jun 2024

PROFESSIONAL EXPERIENCE

GMV

Senior C++/Rust Software Engineer

Tres Cantos, MD, Spain

Jun 2025 - Present

- Senior software developer for an ATM project. The project was started, architected, designed by me alone.
- Interpret informal requirements and translate them into code.
- Architect and design code according to needs.
- Make decisions and collaborate with other engineers to find correct and optimal solutions.

Rohill B.V.

C++ Soft-switch Developer

Remote

Dec 2024 - Jun 2025

- Worked as a C++ developer and engineer in a critical mission telecommunications company.
- Responsibilities include documenting, architecting, and developing a full-stack website using Angular and C++ and the software of critical mission soft switches developed in C++.
- I overhauled one of their systems, drastically improving performance, maintainability, and efficiency.

Electronic Arts

Game Engine Software Engineer

Barcelona, Spain

Jul 2023 - Dec 2024

- Assisted in developing and maintaining C++ engine modules for rendering and physics systems.
- Optimized engine subsystems to improve frame rate consistency and memory usage.
- Supported integration of new debugging and profiling tools for developers.
- Collaborated with gameplay and tools teams to resolve engine-related issues.
- Participated in code reviews and contributed to internal documentation.

Inetum

Internship Software Engineer

Oviedo, AS, Spain

Feb 2023 - Apr 2023

PROJECTS

GLESC - [Link to project](#)

Jun 2021 - Jul 2024

Game Engine with C++ and OpenGL

- Developed a custom C++ game engine using SDL and OpenGL with a modular ECS architecture
- Implemented a custom math library and graphics API abstraction to ensure cross-platform performance
- Invested 3500+ hours focusing on optimization, maintainability, and high code quality
- Comprehensive documentation provided via Doxygen, a 300+ page PDF (in Spanish), and detailed analysis reports.

Burst

3D Renderer with Rust and Vulkan

Feb 2025 - Present

- I developed a 3D terrain generator using Voxel primitives with Rust and Vulkan.

Risk of Dying - [Link to project](#)

Mini game in Unreal Engine

- Consists of a rogue-like type game inspired a little by Risk of Rain

3D&D - [Link to project](#)

VR Game with Unity

- VR Card Game made in Unity.