

VALENTI DUMITRU

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PROFESSIONAL SUMMARY

Passionate and driven software engineer specializing in graphics programming, real-time systems, and high-performance software. With deep expertise in C++, OpenGL, and software architecture, I thrive in solving complex technical challenges from the ground up. My creativity and problem solving skills allow me to optimize performance and deliver high-quality solutions.

I highly recommend checking my portfolio for more information about me, my work and my projects:
<https://valydumitru01.github.io/ValentinDumitrusPortfolio/>

EDUCATION

Universidad de Oviedo

Bachelor's, Software Engineering

Sep 2019 - Jun 2024

GPA: 7.4

PROFESSIONAL EXPERIENCE

Rohill B.V.

C++ Soft-switch Developer

Hoogeveen, DR, Netherlands

Dec 2024 - Present

- I am currently working 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.

Open Source Project

Game Engine "GLESC"

Remote

Jun 2021 - Jul 2024

- 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.

Inetum

Intern

Oviedo, AS, Spain

Feb 2023 - Apr 2023

- Responsibilities were developing a full stack website.

PROJECTS

Blast

Graphic Software Engineer

Remote

Feb 2025 - Present

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

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

Unreal Engine Game Developer

Remote

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

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

Unity VR Game Developer

Remote

- VR Card Game made in Unity.

SKILLS

Programming: AngularJS, HTML/CSS, JavaScript, Bootstrap, C++, OpenGL, Vulkan, Rust, 3D, Unreal Engine, Unity, Python, Bash, CMake, Makefile, C, C/C++, Agile, GLSL, Java, GDB, SDL, ESLint, CppDepend, NSight, MVIS, GTest, Visual Studio Code, JetBrains, SQL

Documentation: Doxygen, Compodoc, Javadoc, Latex, Office, Mermaid, UML, Draw.io

Software Engineering: Web Development, Real-Time, Shaders, 3D Rendering, Maths, Game Engines, Optimization, Debugging, Unit Testing, E2E Testing, Performance, Integration Testing, Project Management, Requirements, Databases, Design Patterns, Software Architecture

Languages: Romanian, Spanish, English

Interests: Gaming, Rock/Metal, Art, Philosophy, Science, Biology, AI, Health, Fitness, Gym, Mental Health, Psychology, Fantasy