Valentin Dumitru

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 Portfolio: valydumitru01.github.io/ValentinDumitrusPortfolio/

 @valentin-dumitru | @valydumitru01

About Me

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.

Education

Bachelor's Degree in Software Engineering and Computer Science Oviedo, Spain
University of Oviedo Sep. 2019 – Jun. 2024

Studying software engineering has shaped my disciplined approach and commitment to quality development. I extended my studies by one year to complete an extensive final degree project (240 ECTS). Spanish Average Grade: 7.4/10.

Experience

C++ Soft-switch Developer Hoogeveen, Netherlands
Rohill B.V. 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.

Game Engine "GLESC" Oviedo, Spain
Personal Passion Project Jun. 2021 – Feb. 2023

See [Projects > Personal Game Engine "GLESC"] section for more details.

Internship at Inetum Oviedo, Spain
Inetum Feb. 2023 – Apr. 2023

Performed full stack development to create an e-commerce website on the Out-systems low-code platform. Designed, documented and developed the site as part of the degree program.

Projects

Game Engine "GLESC" Oviedo, Spain
Personal Passion Project Jun. 2021 – Feb. 2023

- 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.
- **Links:** GitHub Repository | Doxygen Documentation | CppDepend Output | Full PDF Documentation in Spanish

I have more but they don't fit here. To see all my projects, I highly recommend checking my portfolio: click here!

Skills

- **Real-Time Development:** High-performance C++ using optimized memory access and parallelism.
- **Web Development:** Full-stack expertise (vanilla JS/CSS/HTML, Angular, Bootstrap, SpringBoot).
- **Documentation:** Proficient with Doxygen, Compodoc, Mermaid, Draw.io, Microsoft Office, and LaTeX.
- **Debugging & Analysis:** Skilled with IDEs (VS, CLion, VS Code), GDB, static analysis tools (CppDepend, Codalyzer, ESLint), and runtime profilers (NSight, MVS). Expert in unit testing, integration testing, and E2E testing.
- **Performance & Optimization:** Expert in optimizing performance, memory usage, and maintainability.