VALENTIN DUMITRU

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valydumitru01.github.io/ValentinDumitrusPortfolio/

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.

EDUCATION

Universidad de Oviedo   **Sep 2019 - Jun 2024**
Bachelor's, Software Engineering   *GPA: 7.4*

PROFESSIONAL EXPERIENCE

Rohill B.V.   **Hoogeveen, DR, Netherlands**
C++ Soft-switch Developer   *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   **Remote**
Game Engine "GLESC"   *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   **Oviedo, AS, Spain**
Intern   *Feb 2023 - Apr 2023*
- Responsibilities were developing a full stack website.

PROJECTS

Burst   **Remote**
Graphic Software Engineer   *Feb 2025 - Present*
- I developed a 3D terrain generator using Voxel primitives with Rust and Vulkan.

Risk of Dying - *Link to project*   **Remote**
Unreal Engine Game Developer
- Consists of a rogue-like type game inspired a little by Risk of Rain

3D&D - *Link to project*   **Remote**
Unity VR Game Developer
- 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, MVS, 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