VALENTIN DUMITRU

+34 651 95 34 62 | valentindmtr115@gmail.com | Oviedo, AS, Spain | linkedin.com/in/valentin-dumitru

EDUCATION

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

PROFESSIONAL EXPERIENCE

Rohill B.V.   **Remote**
Critical Mission C++ Software Engineer   *December 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 C++ Software Engineer   *June 2021 - July 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**
Low Code Software Engineer   *February 2023 - April 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 & OUTSIDE EXPERIENCE

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

Risk of Dying   **Remote**
Unreal Engine Game Developer
- Consists of a rogue-like type game inspired a little by Risk of Rain
- In this game you kill enemies that gives you coins
- The coins allow you to open chests that drop upgrades.
- *Link to project*

3D&D   **Remote**
Unity VR Game Developer
- VR Card Game made in Unity
- It includes online connection and allows two players to combat each other using cards that summon different creatures
- All made in Unreal Engine with VR.
- *Link to project*

SKILLS

Skills: AngularJS, HTML/CSS, JavaScript, Bootstrap, C++, Real-Time, OpenGL, Vulkan, Rust, 3D, Maths, Game Engines, Game Development, Rendering
Languages: Romanian, Spanish