

# Lavinia Brailescu

## Game programmer

Breda, Netherlands - Romanian Nationality

lavinia@phenomelon.com | 0639686839 | [www.phenomelon.com](http://www.phenomelon.com)

### Practical Experience

Jul. 2018 - Aug. 2018	<b>App programmer, research &amp; design- freelance work for Studio Maslow</b> I had to research and test(when available) different opportunities for indoor positioning as well as program, support design decisions and help adjust the scope of the initial prototype in Unity.
Jun. 2017 - Apr. 2018	<b>General programmer at Enliven Media</b> I worked on VR projects using Unreal Engine, as part of a small team. On top of the technical development aspects, I contributed to the concept and the interaction design. I used to switch between code and blueprints as it suited our needs.
Oct. 2016 - Mar. 2017	<b>Programming intern at Mechamania</b> At Mechamania we worked on the prototype of an arcade-like flight experience using VR glasses as well as the future XSpherion setup. Here I had the opportunity to work with Vive and Oculus DK2 and look into the features of VRWorks in Unreal. Besides that I worked on gameplay using both code and blueprints.
Sept. 2010 - Oct. 2018	<b>Game programming student BUAS (former NHTV) -IGAD</b> During my study I took classes on various topics that include physics, mathematics, C++ programming and graphics, all in the context of game development. I also took part in lab courses in which students from all disciplines join a team simulating the work environment of a game studio.
May 2009 - Nov. 2010	<b>Math teacher assistant - NHTV Logistics</b> I assisted in preparing class material, writing down solutions for math problems and delivered weekly tutorial sessions in which I would assist students with their exam preparation
2015, 2016	<b>Nordic Game Jam - Denmark</b> During the event, I was networking with participants from the industry and formed a team on the spot. I contributed to programming in C++ and the concept development of the game.
2010 , 2011 , 2014	<b>NHTV representant at university fair through UNIFY</b> As a representant I traveled to the location of the fair and informed future students about the programmes available at our university. I participated locally in open days organized for international students

## Education

Sept. 2010 - Oct. 2018	<b>Breda University of Applied Science (former NHTV), Breda, Netherlands</b> BSC- International Game Architecture & Design - Programming
Sept. 2009 -Aug.2010	<b>NHTV University of Applied Science, Breda, Netherlands</b> International Game Architecture & Design) – Visual Art
Sept. 2005 - Jun. 2009	<b>Colegiul National Mircea cel Batran - Constanta, Romania</b> specialization : mathematics and informatics

## Technical Skills

Programming Languages	<b>C++</b>	<i>7+ years</i>	<b>GLSL</b>	<i>1 year</i>
	<b>CUDA</b>	<i>½ year</i>	<b>C#</b>	<i>½ year</i>
	<b>CG</b>	<i>1 year</i>		
Engines	<b>Unreal Engine 4</b>	<i>4 years</i>	<b>Phyre 3.2</b>	<i>½ year</i>
	<b>Unity3D</b>	<i>½ year</i>	<b>Brigade 2.0</b>	<i>½ year</i>
Other	<b>Microsoft Visual Studio</b>	<i>7+ years</i>	<b>SVN</b>	<i>5+ years</i>
			<b>Perforce</b>	<i>3 years</i>
	<b>Photoshop</b>	<i>1 year</i>	<b>Maya</b>	<i>1 year</i>

## Languages

<b>Romanian</b>	<i>Native proficiency</i>	<b>Dutch</b>	<i>Basic User</i>
<b>English</b>	<i>Working proficiency</i>	<b>French</b>	<i>Basic User</i>

## Interests and Activities

Games	Platformers, Co-op, VR
Physics	Game Physics, Simulation, Lighting, Space
Sports	Bress Sports Club Member (since 2012)
Health & Fitness	Cooking, Altering recipes, Body positivity, Mental Health, Neuroscience