

Curriculum vitae

Personal Information

First/Last name: Mircea Bereveanu

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Desired job

Job type: IT developer.

Professional objective: My professional goal is to make a real difference in a growing company that develops games or web apps.

Activity domain: IT development.

Preferred type of company: Technology solutions provider.

Desired job locations: Bucharest.

Present job: Freelance IT developer

Period: Mar 2014 - jul 2017

Position: Freelancer

Responsibilities: Software engineering, software design, software development, software testing, communicating with the clients.

Used technologies:

- Unity3d - C#.
- PhpStorm - PHP, Laravel, JavaScript, Ajax, socket.io.
- Xcode - Swift, Objective C.
- Flash (with away3d) - AS3.

Developed projects:

- **Project duration:** Work in progress
Short project description: Indie multi platform game.
Used technologies: Unity3d, C#.
- **Project duration:** Work in progress
Short project description: Indie multi platform multiplayer game.
Used technologies: Unity3d, C#, PhpStorm, PHP, JavaScript, Socket.io.
- **Project duration:** 1 week, aug 2016
Short project description: Facebook game used to promote a chinese food franchise named WuXing.
Used technologies: Unity3d, C#, WebGL, Html, JavaScript, PhpStorm, PHP.
- **Project duration:** 3 months, from aug 2016 to oct 2016
Short project description: Inspiring application that provides a user with the necessary tools to create electronic postcards and order them printed and shipped.
Used technologies: Xcode, swift, objective c.
- **Project duration:** 2 weeks, june 2015
Short project description: Developed for Castrol. The user had to change the gears to a vehicle in order to go over the speed of sound.
Used technologies: Flash, away3d, AS3.
- **Project duration:** 5 months, from aug 2014 to dec 2014
Short project description: Created an indie game similar to Candy-Crush. It was actually more of a team building project overall since it had to be abandoned but it prepared me and a group of friends for what it means to create indie games.
Used technologies: Unity3d, C#.
- **Project duration:** 3 weeks, mar 2014
Short project description: Developed a game for Esperity using Unity3D for the executable and PhpStorm to implement and design the server. The game has the purpose of making the public more aware of the services Esperity offers to cancer patients while still having a good time.

Used technologies: Unity3d, C#, PhpStorm, PHP.

- **Project duration:** 1 week, dec 2013

Short project description: An application for Renate Webber that was used to present certain problems in Europe and around the world.

Used technologies: Flash, AS3.

- **Project duration:** 1 week, nov 2013

Short project description: Simple puzzle game meant to advertise a promotion.

Used technologies: Flash, AS3.

- **Project duration:** 1 month, sep 2013

Short project description: Software for truck drivers to print their load sheet. The user can pan around the cargo holder and load items depending on their weight and size.

Used technologies: Flash, away3d, AS3.

- **Project duration:** 2 months, from july 2013 to aug 2013

Short project description: An iOS game. It unfortunately had to be abandoned due to lack of publicity.

Used technologies: Flash, away3d, AS3, Xcode.

- **Project duration:** 1 month, july 2012

Short project description: Developed a complex As3 3D application in conjunction with Httpool Romania for Discovery Romania. For this project I had to build a small physics engine from scratch and to create the assets.

Used technologies: Flash, away3d, AS3, PaperVision3D, Flare3D.

Past Jobs:

Period: Aug 2017 - sep 2017

Name of the employer: Keypoint Solutions

Company's description: The company builds software for various clients and also provides consultancy and custom solutions.

Position: Junior PHP developer

Responsibilities: Research on internal projects built with the Laravel framework.

Used technologies: PHP, Laravel, JavaScript, Ajax, MySQL, GitLab, PhpStorm.

Developed projects:

- **Project duration:** 2 months, aut 2017

Short project description: An online platform used to manage schedules, student grades and attendance. It could also be used to enlist students in courses and to define/design teaching courses.

Used technologies: PHP, Laravel, JavaScript, Ajax, MySQL, GitLab, PhpStorm.

Period: Jan 2013 - mar 2014

Name of the employer: Keymedia

Company's description: The company builds software for various clients while developing and maintaining it's own games.

Position: Flash developer

Responsibilities: I was the sole flash developer working on client projects so while I worked there any interactive app had to be built by me.

Used technologies: Flash, AS3.

Developed projects:

- **Project duration:** 1 month, feb 2013

Short project description: Labels were created using this app and the winning ones would get printed out. The application was complex in terms of brushes. most example brushes were dynamic and would draw random paths leading to very unique artwork.

Used technologies: Flash, AS3.

- **Project duration:** 1 week, jun 2013

Short project description: A game developed for Intel to help promote their new product.

Used technologies: Flash, AS3.

- **Project duration:** 2 weeks, sep 2013

Short project description: The application Ana Are was developed for a new business that distributes real fruit juice. It's main goal is to make the user aware of the fruit's origins and benefits and to make him/her be able to purchase goods.

Used technologies: Flash, AS3.

- **Project duration:** 3 weeks, nov 2013

Short project description: An app for KanalD Romania named Bradul Multumirii. It uses frames to simulate the christmas tree's rotation and allows the user to browse through thousands of tree decorations containing Thank you notes.

Used technologies: Flash, AS3.

Period: Sep 2012 - nov 2012

Name of the employer: HTTPool Romania

Company's description: The company builds software for various clients.

Position: Flash developer

Responsibilities: Flash developer in a fresh creative department. My job was to implement 2D/3D graphics in an As3 environment. The whole time I worked at Httpool acquired knowledge of frontend and backend end development and I developed a websocket based client-server application using javascript.

Used technologies: Flash, AS3.

Developed projects:

- **Project duration:** 2 weeks, sep 2012

Short project description: Unfortunately the department had to be removed soon after it was established. Fortunately we managed to finalize a project while working together. It was created for Discovery Romania and used to promote several of it's shows.

Used technologies: Flash, AS3.

Other jobs (non-relevant for application) – if it the case

Job name/company name/period/responsibilities

- Q.A. Tester / Gameloft / nov 2010 - aug 2011 / Find and report bugs in videogames.
- Q.A. Tester / PSS Prosoft Solutions / nov 2008 - aug 2009 / Find and report bugs in an IBM DB2 POS software used in various companies across Romania and Italy.

Education and training

Training name, organization/period/short description

- Laravel internal projects, Keypoint Solutions / jul 2017 - sep 2017 / Learned how to develop a web application in a professional manner using PHP and Laravel.

Volunteering: I belong to many social groups focused on game development with Unity and actively help users debug or implement features in their projects.

Computer skills: C#, Unity 3D, Swift, PHP, Laravel, PhpStorm, JavaScript, Ajax, Socket.io, Css3, Html5, AS3, 3DS Max, Maya, Mudbox, Photoshop, C++, Pascal, AS2.

Foreigner languages: English, french.

Other skills: Software engineering/design, database design, assets creation, team management.

Hobbies: Game development, gaming, debating, traveling.