Grigore Mirel

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EDUCATION

Game Programming, Futuregames (07/2018 – 11/2020):
During my studies I work to improve my pre-existent skills, as well as acquiring new ones. Simulating work environment through numerous projects taught me how to work in close contact with the other game development disciplines as well as collaborating with other programmers.

Basics of Game Development ,Axevalla Folkhögskola (08/2016 – 05/2018):
 A preparatory school that thought me the basis of game design and game programming.

Cultural Heritage, Archeology, Universita degli Studi di Firenze (10/2012 – 06/2014): I studied the cultural heritage of Italy and south Europe with the focus on learning the history and the artistical history of it, as well as learn how to preserve our cultural heritage at best.

Degree in sculpture, figurative arts Istituto Statale d'Arte(High School) (07/2012): During my high school education I developed my work ethic, how to plan my time during a project, work iteratively and appreciate the beauty of every form of art.

PROJECTS

Ursa Minor(4weeks/ Unreal Engine 4/ C++): In this project I built the character movement system and also created the functionality to detect when they were exposed to sunlight.

Titanium Core(7weeks/ Unity/ C#): During the project I created a tool aimed at improving the workflow of artists and designers during level creation. Additionally, I wrote most of the shaders for the 3D artists and the script that manages the vfx in-game display.

ADDITIONAL SKILLS

Programming: C++, C#, Python
Engines: Unreal Engine, Unity, Godot
Programming IDE: Visual Studio, CodeBlocks, PyCharm, Visual Studio Code
Additional Software: Office Package, Blender, Perforce, Qt Creator, Qt Designer

WORK EXPERIENCE

Tools Programmer Internship, Avalanche Studios(04/2020-current): As a tools programmer intern I was tasked with creating and expanding on existing features for Avalanche's Apex engine as well as working on external tools. I mostly worked with the Qt framework to improve and update the UI of both the Apex engine and various tools.

Youth Recreation Leader/Language Support(10/2019–current):I have been employed by the city of Stockholm to help young refugees to integrate into Swedish society by teaching and improving their Swedish language, as well as helping them with job and education applications. This allowed me to greatly improve my ability to better adapt to the needs of the people I'm working with.

Waiter/Cook (05/2010 - current):
I gained experience in catering and learnt how to interact with any kind of people, to be patient, and to listen carefully to what they desire to better satisfy their needs.

Internship, Art Studio of Valdo Gazzina, Volterra, Italy(06/2011 – 07/2011):
Short experience working side by side with a sculpting master that taught me a lot about the craft, the beauty of refining small details and new creative ways to approach problem solving.

LANGUAGES

Italian (native language)
Romanian (native language)
English: fluent in speaking and writing
Swedish: fluent in speaking and writing