Bogdan Mocanu

Date of birth: 1 Sep 2003

CONTACT

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🌐 https://tycro-games.github.io/

ABOUT ME

I am a passionate indie game developer, experienced with Unity, Unreal Engine and OpenGL. In my spare time, I enjoy creating projects from scratch (without an engine) in C++.

Game development has been my dream job for many years now, and I am specialized in Unity (C#) as a gameplay programmer. I started learning about Unity in high school, in 2018 (I am mostly a self-taught game developer). I am currently studying programming at BUAS, Creative Media & Game Technologies. University has profoundly influenced my approach to game projects, instilling in me the confidence to tackle learning objectives that might initially seem beyond my grasp.

I've met many other individuals passionate about game development, specialized not only in programming, but also in Visual Arts and Game Design. I created university projects collaborating with them and participated in game jams with the friends I made along the way.

Furthermore, I am always eager to learn more about interesting ways to structure programming architecture, graphics, low-level optimization techniques, math applied in games and of course, game design.

PROJECTS

1 JUN 2018 – CURRENT

My personal and university projects avaiable on itch.io

The list encompasses all the projects that are not under a NDA contract that I have worked on alone or in a team for university, as well as all other personal projects, such prototypes and game jams. Link here or below.

Link https://tycro-dev.itch.io/

1 JUN 2018 – CURRENT

Source code of my projects

All the source code is available on my GitHub account here or below.

Link https://github.com/orgs/Tycro-Games/repositories

WORK EXPERIENCE

1 JUL 2021 – 1 SEP 2021 Singapore

Game programmer (freelance) Rune Games

Using unity with a team of freelance game developers to add new game mechanics to an ongoing project.

Business or Sector Arts, entertainment and recreation

HOBBIES AND INTERESTS

My personal blog

I enjoy documenting some parts of the projects I worked on. Expect tutorials in game development and a pinch of development journaling for my long term projects.

Link https://tycro-games.github.io/

DIGITAL SKILLS

Game Development (Unity Game Engine - C#) │C++ │software design patterns │SIMD Optimization │C++ - OpenGL │Blender - 3D Modelling │Git │Microsoft Office │C │C#

EDUCATION AND TRAINING

1 AUG 2023 – 1 JUL 2027 Breda, Netherlands

Creative Media & Game Technologies Breda University of Applied Sciences

Website https://www.buas.nl/en/programmes/creative-media-and-game-technologies | **Field of study** Game Programming

1 SEP 2019 – 1 JUL 2023 Romania

Diplomă de Bacalaureat Colegiul Național "Grigore Moisil"

High school diploma with a specialization in mathematics and intensive informatics

National classification Upper secondary education

1 OCT 2019 – 1 NOV 2021 Romania

European Computer Driving License ECDL ROMANIA

Field of study Computing | **National classification** Other

LANGUAGE SKILLS

MOTHER TONGUE(S): Romanian

Other language(s):

English

Listening C2	**Spoken production** C1
Reading C2	**Spoken interaction** C2
Writing C2	

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user