

Bogdan Mocanu

Engine Programmer

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Netherlands

[Portfolio](#)

Profiles

Github

[OneBogdan01](#)

LinkedIn

[Bogdan Mocanu](#)

Education

Breda University of Applied Sciences

Bachelor of Science

Creative Media and Game Technologies

Aug. 2023 - 2027

Programming Specialization

Languages

| | |
|-----------------------|----------|
| English | Romanian |
| Bilingual proficiency | Native |

Passions

Fitness

Gymnastic Rings, Calisthenics

Baking

Pizza, Pastries, Bread

Video Games

Indie, Grand Strategy, Simulation

About me

I am an engine programmer who works primarily in C++ on cross-platform custom engines targeting PC and consoles. I explore low-level systems, simulations, engine architecture and optimization techniques by building my own engine.

I value being a dependable team member and have collaborated in teams of up to 16 on custom engine projects.

Projects

[C++ Plugin for Godot | Grand Strategy Map Editor](#)

2025

- Smooth map rendering with HQX shaders and signed distance fields
- Export/import system for Europa Universalis 4 files
- Custom Godot inspector for editing country properties

[Hammered | Personal C++ Simulation Engine — In Progress](#)

2025

- Multithreaded async logging system achieving ~11x speedup over single-threaded baseline, profiled with Tracy
- Dual-backend CMake build system generating both OpenGL and Vulkan targets from shared codebase
- GLSL shaders cross-compiled to SPIR-V at build time for both APIs
- Currently restructuring toward modular ECS architecture using flecs

[FireAnt | PC/Nintendo Engine](#)

2024

- Cross-platform rendering layer - Nintendo Switch and PC
- Built core engine systems (particle system, 2D animation) using entt
- Created ImGui editor tools
- Led a team of 7 programmers, conducted code reviews, and established CI/CD pipeline using GitHub Actions

Skills

C++

4 years

Vulkan/OpenGL

Using RenderDoc and Nsight

C#

2 years

Shader Programming

Game Engines

Unity, Unreal Engine, Godot

Cross Platform development

PS5, Nintendo Switch, PC

Visual Studio

Debugging

Version Control

Git, Github, Perforce, CI/CD

Agile Development

Worked teams of 7 to 16 developers

Engine Development

Creating and working with custom frameworks/engines

Libraries

STL, ImGui, entt, SDL3

Build Systems

CMake, MSVC