PERSONAL INFORMATION

Alexandru-Ion Marinescu

- 5, Str. Aleea Herculane, Cluj-Napoca, 400412, Romania
- (004) 0729 788 154
- cc_plusplus@yahoo.com
- http://basnu.ro/
- Skype cc_plusplus

Sex Male | Date of birth 30/07/1989 | Nationality Romanian

POSITION APPLIED FOR

Researcher in Medical Imaging

WORK EXPERIENCE

20/09/2013 - present

Game Developer

Evozon, 62, Str. Calea Motilor, Cluj-Napoca, 400370, Romania, https://www.evozon.com/

Responsible with the design, prototyping, implementation and management of various web services and components consumed by our most recent games: Asgard Run, Disco Dave and Crossroad Hero

http://www.amusedsloth.com/games/asgardrun/
http://www.amusedsloth.com/games/disco-dave/
http://www.amusedsloth.com/games/crossroad-hero/

Business sector   Entertainment

EDUCATION AND TRAINING

September 2004 - June 2008

High School Grade Average	10
Baccalaureate Grade Average	9.80

Ion Minulescu National College, 33, Str. Basarabilor, Slatina, 230118, Romania

Mathematics, Computer Science, Programming languages taught: C/C++

October 2008 - July 2011

Bachelor in Computer Science Grade Average	9.87
Diploma Thesis Grade	10

Babes-Bolyai University, Faculty of Mathematics and Computer Science, 1, Str. Mihail Kogalniceanu, Cluj-Napoca, 400084, Romania

Mathematics, Computer Science - programming languages, technologies and paradigms taught: Assembly, OOP, C/C++, UNIX - API and Operating System, Java, C#, UML, SQL, Design Patterns

October 2011 - October 2012

Beneficiary of Grant No. 30068/01/19.01.2012

Babes-Bolyai University, Faculty of Mathematics and Computer Science, 1, Str. Mihail Kogalniceanu, Cluj-Napoca, 400084, Romania

Research in the field of procedural generation - Building a 3D world from a single seed, funded by Babes-Bolyai University, carried out under the tutorship of Assoc. Prof. Ph.D. Simona Motogna, Three-Dimensional Graphics and Realism - Virtual Reality, Procedural Generation, Fractals

October 2013 - July 2015

Master in Software Engineering Grade Average	8.69
Dissertation Thesis Grade	10

Babes-Bolyai University, Faculty of Mathematics and Computer Science, 1, Str. Mihail Kogalniceanu, Cluj-Napoca, 400084, Romania

Software Design and Behaviour Modelling, Service-Oriented Architectures, Software Quality Assurance, Agent-Based Software Engineering, Computational Models for Embedded Systems

ACHIEVEMENTS

Publications	
Presentations	
Projects	
Conferences	
Seminars	
Honours and awards	
Memberships	
References	

- Ranked 6th at the National Olympiad in Informatics, 2006
- Ranked 1st at the .campion International Algorithmic Contest, 2006
- Ranked among the top 50 teams worldwide in the Imagine Cup Competition in Game Design for Xbox/Windows, 2011, Team Frobnicators, project Pulse
- Ranked 2nd at the Computer Science Student Conference, June 15, 2011, Cluj-Napoca, Achieving real-time soft shadows using layered variance shadow maps in a real-time strategy game
- A. Marinescu, Achieving Real-Time Soft Shadows Using Layered Variance Shadow Maps (LVSM) in a Real-Time Strategy (RTS) Game, Studia Universitatis Babes-Bolyai Informatica, Volume LVI, Number 4 (December 2011), p. 85-94, http://www.cs.ubbcluj.ro/~studia-i/2011-4/08-Marinescu.pdf
- A. Marinescu, Procedural Terrain Generation using Perlin Noise in XNA, The National Conference ZAC 2012 (Zilele Academice Clujene 2012), Computer Science Section, Babes-Bolyai University, Cluj-Napoca, May 30, 2012, p. 153-158, http://www.cs.ubbcluj.ro/wp-content/uploads/ZAC-2012-contents.pdf
- A. Marinescu, Optimizations in Perlin Noise-Generated Procedural Terrain, Studia Universitatis Babes-Bolyai Informatica, Volume LVII, Number 2 (June 2012), p. 51-60, http://www.cs.ubbcluj.ro/~studia-i/2012-2/05-Marinescu.pdf
- Ranked 1st at the Romania National Finals in the Imagine Cup Competition in Game Design, 2014, Team Scripters, project Basnu
- Ranked 2nd in the Intel RealSense App Challenge 2014 Pioneer Track with project MoodFlux (Evozon CollectHive), a NUI-based music player, http://www.moodflux.com/
- Owner of project Reflecta, an open-source framework for capturing MoCap data using the Microsoft Kinect for Windows v2 sensor and creating animation clips for Unity with Mixamo compatible facial expressions, https://github.com/Zerseu/Reflecta

PERSONAL SKILLS

Mother tongue Romanian

Other language(s)

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
C1	C1	C1	C1	C1

English

Cambridge Certificate in Advanced English

Communication skills Good teamwork skills developed in the RealSense and Imagine Cup competitions and through local and national algorithmic competitions.

Job-related skills Good C# programming skills and knowledge of the .NET Framework acquired from online tutorials and by participating in the Imagine Cup competition. Solid knowledge of the Unity game engine acquired from online tutorials and specialized literature. Good grasp of algorithms and data structures gained from specialized literature and participation to various programming contests.
Basic C/C++ programming skills acquired through algorithmic competitions. Basic knowledge of Java, Unix API and operating systems, databases, acquired from courses, seminars, labs and online tutorials.

Artistic skills and competences On-going passion for digital photography (nature, landscape, close-up, sunrise/sunset photography). Photo gallery at: www.zerseu.deviantart.com

Driving licence Categories AM, B1, B

ANNEXES