Hriscu Jay Programmer

📅 15/06/2000

🏳 Luxembourg

🔗 Portfolio

in LinkedIn Profile

Languages

English ● ● ● ● ○

French ● ● ● ● ○

German ● ● ● ○ ○

Luxembourgish
Mother Language ● ● ● ● ●

Roumanian
Mother Language ● ● ● ● ●

Education

09/2021 – 05/2023 Dundalk, Ireland	**BSc (Hons) in Computing in Games Development** *Dundalk Institute of Technology* ↗
09/2019 – 07/2021 Luxembourg, Luxembourg	**Advanced Technician Certificate in Game Programming and Game Design** *Lycée des Arts et Métiers - BTS Game Programming and Game Design* ↗ BTS: Brevet Technicien Supérieur/Advanced Technician Certificate
2015 – 2019 Limpertsberg, Luxembourg	**Technician in Informatic** *Lycée des Arts et Métiers* ↗

Professional Experience

02/2022 – 05/2022 Bertrange, Luxembourg	**Web Dev Intern** *done* ↗ 14 weeks on-site internship. Developing websites using WordPress and creating plugins for WordPress in PHP.
2021 – 2021 Luxembourg, Luxembourg	**VR Game Dev Intern** *Virtual Rangers* ↗ 6 week remote internship. Developing a virtual reality game with the scope of the user having a smooth experience.
2019 – 2021 Kockelscheuer, Luxembourg	**Receptionist** *CK Sportcenter Kockelscheuer* ↗ Worked as a receptionist during weekends.
02/2019 – 03/2019 Limpertsberg, Luxembourg	**Intern** *SK Informatik* ↗ Fixing computers and replacement of material at clients home.
06/2018 – 07/2018 Luxembourg	**Material renew/recycle** *CompuTrade* ↗ Summer Job
02/2017 – 04/2017 Esch-sur-Alzette, Luxembourg	**Intern** *Université du Luxembourg* ↗ Site: Belval Fixing computers and computer setups on workplaces.
08/2016 – 08/2016 Fond de Gras, Luxembourg	**Student Job** *Minett Park* ↗ Summer Job
02/2016 – 02/2016 Strassen, Luxembourg	**Intern/Retail** *Cactus Belle Etoile (Multitec)* ↗ Internship

Programming Skills

C++
Used to create: Console (Window) Applications, Raylib Game, Unreal Engine 4 Game

C#
Used to create Unity Engine Games

Javascript
Used to create: websites and web games

PHP

MySQL/MySQLi

HTML

CSS

Python
Used with a Raspberry Pi in final year High School project to read rfid token and extra hardware data and save it in a file.

Game Engines/Frameworks

Unity Engine

Unreal Engine 4

Godot Engine

Raylib

GB Studio

MonoGame
Used to create a 3D game.

SFML
Used to create 2 versions of a C++ multiplayer game, one with TCP and one using UDP.

OpenGL
In process of self teaching

Game Developer Skills

Level Design
Done on paper and using blockout tools in engines.

UI/UX for PC & Mobile

History of Video games

Presentation

2D Pixel Art
Created using Aseprite.

Board/Card Games

User Testing
Creating user testing sessions and fill form documents.

3D Modelling/Rigging/Animating/UV Texturing
Modelling firstly learned in Maya but most work done in Blender.

XR

	Rating
Unity VR on Oculus Quest 2	●●○○○
UE4 VR on Oculus Quest 2	●●○○○
Unity AR	●○○○○
UE4 AR	●○○○○

Management Skills

Agile/Scrum
Creating personas and user stories with points and hours to manage and distribute work.

Team Management
Leading a small team of 3 to 4 people and being lead by a Team Manager.

Scrumwise
Management website tool

Trello
Management website tool

Other Skills

Dynamic | Flexible | Sociable | Motivated | Good work in teams | Making Trailers

Watching GDC/C++Con