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# Unity Developer

## Despre mine

I am calm, hardworking, responsible and studying well and love to do it.

- C#
- Unity Engine
- Jobs System, Burst Compile
- Figma
- Git
- TortoiseSVN
- C/C++
- Assembler language
- STM & TI microcontrollers
- SQL
- Oracle APEX
- OS Linux

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- I am developing an application for a thesis that is dedicated to genetic algorithms, based on C++.
- I have experience in embedded development for STM32F103C8 and TI solutions.

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- Networks. Courses of MikroTIK:
  - MTCNA (03/2019 – Present), Number: 1903NA7588, registered with "Павленко Игорь"
  - MTCRE (04/2019 – Present), Number: 1904RE0582

## Experiență profesională

### Unity Developer · Midnight Works SRL · Chișinău

*Martie 2023 - Prezent · 2 ani 10 luni*

Developed two game projects for PC and PS platforms, have experience in creating game prototypes and photo footage.

### Engineer Programmer · ADD Technology · Chișinău

*Iulie 2021 - Aprilie 2022 · 10 luni*

My responsibilities were to develop firmware for a microcontrollers used as electricity and water meters. I had a lot of work with BLE-protocole and TI based controllers.

**Engineer Programmer** · Universitatea de Stat din Moldova · Chișinău

*Septembrie 2018 - Iulie 2020 · 1 an 10 luni*

My responsibilities were system administration of the computer class.

## **Studii: Superioare**

### **Universitatea de Stat din Moldova**

*Absolvit în: 2021*

Facultatea: Physics and Engineering

Specialitatea: IT

## **Cursuri, training-uri**

### **MTCNA**

*Absolvit în 2019*

Organizator: it-lab

### **MTCRE**

*Absolvit în 2019*

Organizator: it-lab