FLORIN GLOD
Programmer / Developer / Director

Web page: https://florinpainofficial.weebly.com
Portfolio: https://floring-pain.itch.io/
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             +44 7425395508

Education

25 September 2017 – 25 May 2021
  BSc Computer Game Development
  University of East London, London, UK

Work Experience

8 March 2021 – Present
  Digital Influx
  Game Developer & Programmer

1 June 2020 – 30 June 2020
  Tate & Lyle Sugars (TLS)
  Internship Title: Training video / animation support project

Skills

- Unity Engine 2D/3D
- Unreal Engine;
- Programming: C#,C++, Java, Shader, VBS, Batch;
- UI / UX design and implementation;
- 3D / 2D Level Design, Combat Design, First Person Shooters, Creative Writing;
- 3D Modelling in 3D Studio Max, Make Human;
- Issue Tracking;
- Continuous integration and build automation;
- Low level optimization;
- Shader programming;
- Physics and mathematics;
- Writing of clear, debuggable, maintainable and performance targeted code;
- Time management / Work under pressure
- Teamwork;

Certificates and Qualifications

- International Computer Driving License Certificate
- Cisco IT Essentials Certificate
- Oracle Database Qualification
- Office Pack

Top Projects

3D Horror Survival-Psychologic – Group project
- Tools used: Unity 3D, Visual Studio
- Team: Epsilon
- Roles: Lead Programmer, Producer
- Platform: Windows PC
- Project date: 20/10/2020 to 14/04/2021

3D Doom-like FPS – Individual project
- Tools used: Unity 3D, Visual Studio
- Platform: Windows PC
- Project date: 20/01/2020 to 12/07/2020

3D Open World Simulation – Client group project
- Tools used: Unity 3D, Visual Studio
- Roles: Programmer (including AI), UI/UX, technical design, builds, gameplay, optimization, debugging
- Client: Liminal VR
- Team: K9 Unity
- Platform: Windows PC, WebGL
- Project date: 22/11/2019 to 20/03/2020

3D Game Jam – Group project
- Tools used: Unity 3D, Visual Studio
- Roles: Programmer (including AI), UI/UX, build
- Platform: Windows PC
- Project date: 20/11/2019 to 05/01/2020

3D Small Open World RPG – Individual project
- Tools used: Unity 3D, Visual Studio, 3DS Max
- Platform: Windows PC, WebGL
- Project date: 01/04/2019 to 01/05/2019

2D Platformer – Individual project
- Tools used: Unity 2D, Visual Studio
- Platform: Windows PC, WebGL
- Project date: 15/12/2019 to 25/12/2019

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Other Projects

2D Game Jam – Group project
- Tools used: Unity 2D, Visual Studio
- Roles: Programmer, UI/UX, build, Audio
- Platform: Windows PC, WebGL
- Project date: 12/10/2020 to 16/10/2020

3D Sci-Fi "Star Wars" theme FPS – Individual project
- Tools used: Unity 3D, Visual Studio
- Platform: Windows PC, WebGL
- Project date: 20/11/2019 to 05/01/2020

3D Maze Runner – Own project
- Tools used: Unity 3D, Visual Studio
- Platform: Android 4.0 or higher
- Project date: 5/10/2019 to 13/10/2019

3D Car racing – Client project, own project
- Tools used: Unity 3D, Visual Studio
- Client: Creative Mini Studio
- Contracted to create complex car behavior, playable area, gameplay, effects and build
- Platform: Windows PC
- Project date: 30/08/2020 to 27/09/2020

3D Infinite Ball Shooter – Own project
- Tools used: Unity 3D, Visual Studio
- Platform: Windows, WebGL
- Project date: 18/09/2020 to 22/10/2020

3D Small RPG – Individual project
- Tools used: Unreal Engine 4
- Platform: Windows
- Project date: 01/04/2020 to 01/06/2020

3D Balance Game – Own project
- Tools used: Unity 3D, Visual Studio, 3DS Max
- Platform: Windows, WebGL, Android
- Project date: 10/06/2019 to 27/08/2019

3D Assets "Humanoids" – Own project
- Tools used: 3D Studio Max, Mixamo
- Assets created: males and females
- Shipped textured and rigged as .FBX or .unitypackage
- Project date: 10/11/2020 to 16/11/2020

3D Assets "Ancient World" – Own project
- Tools used: 3D Studio Max
- Assets created: Pyramid (outside), Pyramid (inside), torch, torch wall-mount, peasant house (exterior, 3 variations), treasure chest, gold coin, merchant table, pillow (6 variations) , rug (6 variations), obelisk
- Shipped as textured .FBX files or .unitypackage
- Project date: 12/02/2019 to 18/02/2019

3D Assets "Europe: Age of War" – Own project
- Tools used: 3D Studio Max
- Assets created: Wooden stair, Cart, House (exterior), House (Interior), bed, pillow,
- Destructible assets: Fortress Walls: Corner, Wall, Gate Wall, Gate
- Shipped as .FBX or .unitypackage
- Project date: 10/02/2019 to 12/02/2019

Note:
- Group Project: project done as part of a team for an University assignment;
- Individual Project: project done individually for an University assignment;
- Own Project: project done strictly as independent work