

Phone: +40 766 990 456

E-mail: simteastefanleonard@gmail.com

Stefan Leonard Simtea

About

Hello, I'm Stefan - passionate about computers since childhood, I grew up with a modest setup and embraced the challenges that a problematic computer would bring, honing my skills in debugging and modifying game .ini files to make the experience more enjoyable.

Growing up, I've also developed a passion for modding games not just playing them, often spending more time modding a game.

I actively seek ways to expand my knowledge in the ever-evolving tech landscape.

My journey is defined by turning challenges into opportunities and finding joy in continual learning.

Education

UNIVERSITY OF SUFFOLK — UK, SUFFOLK, IPSWICH — COMPUTER GAMES PROGRAMMING

AI for games, Programming for Graphics, Game Engine Development, Group Projects; C++, C#, Python.

Bachelor of Science with Honours in Games Development (Programming) – 2023

ALEXANDRU LAHOVARI NATIONAL COLLEGE —ROMANIA, RAMNICU-VALCEA —COMPUTER SCIENCE

Baccalaureate diploma – Mathematics & Computer Science (2019)

10/10 Grade in Computer Science Baccalaureate Exam

Skills & Abilities

- Programming: C/C++; C#, Python; JavaScript; CSS; HTML
- Unity 2D/3D
- Unreal Engine
- Web: React JS/Node
- WordPress development
- Git & GitHub
- Team working
- Team leader
- Advanced understanding of the Windows OS
- Experience in Office Package including code
- Higher Understanding of the English Language—Cambridge C1—Grade A
- Native language: Romanian
- IC3 Digital Literacy Certificate

Professional experience

PROGRAMMER, MISTER IANUS

2022 – 2023

Responsible for creating 17 news websites alongside maintaining and fixing any code related issues in line with the employer's demands.

Projects

Catacomb Descent – 2023

Zombie Isolation - 2022

Machine Guns and Helicopters – 2020

Portfolio for all my projects

Link: [Portfolio](#)