

ALEXANDRU MIHAI GROSU

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EDUCATION AND QUALIFICATIONS

University of Bradford

2017 – 2022

BSc (Hons) Computer Science for Games

1st Year Average = 84%

- **Current Modules (2nd Year)** – Data Structures and Algorithms; Database Systems; Computer Communications and Networks; Indie Games: Concept Design & Development; Enterprise Pro.
- **1st Year Modules** – Computer Architecture and Systems Software (90%); Software Development 1 (94%); Software Development 2 (92%); History & Convention of Computer Games (81%); Developing Professional Skills (67%) and Fundamentals of Internet Technologies (80%).

Romania College, Romania

2012 – 2017

Baccalaureate Diploma: Grades 1 to 10 (10 being highest)

Subjects: Mathematics (9); Computer Science (8.5); Informatics: C++ Programming (9.6) and Romanian (9.5)

TECHNICAL AND IT/SOFTWARE SKILLS

- **Game Engines** – working knowledge of Unreal Engine 4 and Unity Engine. Developed extensive experience by using both engines in various modules and in projects involving both 3D and 2D games
- **Software Development** – highly competent with object orientated programming languages with expertise in Java and C# (skills include requirement gathering and analysis; software design and implementation; also proficient in Git Version Control System (Github).
- **Operating systems** – advanced skills in Linux/UNIX operating systems. Good knowledge about Android and Windows.
- **Web Development** – some experience with the design and development of dynamic web pages (technologies used are HTML, CSS, PHP and Bootstrap)
- **Databases** – practical experience with Database Management Systems (MySQL, NoSQL and PostgreSQL)
- **Application Software** – competent user of Microsoft Office applications (Word, PowerPoint, Excel and Visio) having used these programs for a variety of university projects and presentations.

POSITIONS OF RESPONSIBILITY

- **President of Pi Soc (BCS Student Chapter)** – take part in various events such as *hackathons*, *game-a-thons* and student co-ordinated presentations and projects. Enjoy teaching programming to new members.
- **Career Ambassador** – actively promote events and services of the Career and Employability Services to my fellow students. Involved in the organisation and delivery of employability and careers activities such as Career Fairs and employability workshops, and helping in gathering feedback from peers on the various activities held.
- **Peer Assisted Learning (PAL) Leader** – mentoring and supporting up to 30 first year students per session, to adjust to university life and to learn more effectively. Complete plans, logs and materials for each session while also attending all post session de-brief.

LEISURE INTERESTS

- **Computer Games** – keep up-to-date with advancement and progress within the gaming industry (daily reading of technology and gaming news). Enjoy playing a variety of games, especially TBS (Turn based Strategy) and RPG games.
- Other interests include sports (football, basketball and ice hockey), travelling, movies and board games.

REFEREES

Prof Dan Neagu, Academic Placement Tutor, University of Bradford
Roy Christian, Career Consultant/Career Ambassador Coordinator

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