

Ovidiu Costin Andrioaia

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EDUCATION

University of Trento

Bachelor's Degree in Computer Science

Ongoing

Trento, TN

- Weighted average of grades: 28.26/30
- Involved myself in various business and design oriented workshops, led some technical projects for my university courses and was shortly part of the university's CS:GO esports team

WORK EXPERIENCE

CIMIL Lab, University of Trento

VR Unity Developer

Sept. 2023 – Ongoing

Trento, TN

- The Creative, Intelligent and Multisensory Interactions Laboratory (CIMIL) is one of the research teams within the [Department of Information Engineering and Computer Science](#) of [University of Trento](#).
- As a VR developer, I created a peer-to-peer online sandbox where players and musicians can connect and play with a selection of pre-made instruments, or jam together by connecting the [Elk Bridge Synthesizer](#).
 - Designed and implemented a modular prototype with Unity, complete with synced avatars, VoIP communication and customizable instruments
 - Coordinated with two colleagues at CIMIL and the Elk Audio team in Stockholm to achieve compatibility with the Elk networked synthesizer, achieving minimal latency.

Private Teacher

Computer-Science and English

Jan. 2022 – Ongoing

Verona, VR

- I've taught various students ranging from the Bachelor's level to the middle-school level. I've helped university students pass programming-related exams and prepared three high-school students for the A-levels.
- I've developed various study techniques for students with ADHD and supported them in choosing stimulating careers for their future.

Just Another Company Srls

Front-end Developer and Designer

Feb. 2021 – Mar. 2021

Milan, MI

- Designed and implemented a presentation website for Team Bocconi, a team of student representatives at the Bocconi University in Milan, using Vue.js

INTERESTING PROJECTS

Embombed

Embedded Systems Programmer

Sept. 2022 – Jan 2023

Trento, TN

- Created a live replica of the bomb from "Keep Talking and Nobody Explodes" using various electrical components, a cardboard box and a MSP430 microcontroller. Stressing minigames included.

Theater Project

Shader Programmer

Jan. 2020 - May 2020

Verona, VR

- Created a 2D animated backdrop with procedural mountains, a starry-sky, animated grass and a day-night cycle.

CERTIFICATIONS, SKILLS & INTERESTS

- **Language certifications** *English (Cambridge C2 Proficiency), German (ongoing studies, A2/B1 level)*
- **Skills** *Software design and development, C# and Java, Unity, Unreal Engine and C++ basics, UI/UX design with Figma*
- **Hobbies** *turn-based strategy and board games, medieval history, latin dance (puertorican salsa) and discussing interesting movies*