Cristian Cristea

Software Developer & Business Manager

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SUMMARY

As an early computer enthusiast, he started programming at the age of 12. In college he dived into the world of game development, building his own 3D engine. Since then he contributed to a few dozen games, on numerous technologies, developing for desktop, mobile and VR. Alongside game development he also worked on serious business to business applications for various clients.

SKILLS

Game development, solution architecture, server development, project management, web development, mobile development, business management

EXPERIENCE

Tractor Set GO!, Cluj-Napoca - *Lead developer & Co-founder*

OCTOBER 2011 - PRESENT

- One of the four founders of the company
- Having multiple management responsibilities from business development, project pitching, client account management to project management
- Responsible for development and management processes implementation
- Coding contribution in over 15 projects
- Lead development for the TSG framework
- Supervising overall code quality

Liveset Studios, Cluj-Napoca - *Founder & Consultant*

OCTOBER 2007 - PRESENT

- Started a professional recording from scratch, building it, managing it and maintaining it *(2007-2009)*
- As of 2010 worked on dozens of websites and mobile apps for various customers with solution ranging from custom built platforms (ASP.NET or PHP) to various open source ones (Wordpress, Magento, osCommerce)

- Provided consultancy and work for hire/outsourcing services to several high profile local development companies

Comknow, Cluj-Napoca - *Senior developer / Project manager*
SEPTEMBER 2008 - DECEMBER 2014

- Worked as a senior developer having several team leading and project management responsibilities, while developing more than 50 ASP.NET websites in areas like e-commerce, B2B applications, presentation websites and utility applications. *(2008-2011)*
- I worked both as a back-end and a front-end developer using technologies like C#, Javascript, Ajax, CSS 2&3
- With the expansion of the company I got myself oriented on the architectural, team-leading and project management side, having responsibilities like personnel training, technology research and integration, recruiting, consultancy, business analysis, process supervision. *(2011-2014)*

QSoft, Cluj-Napoca - *Game developer*
2004

- I was responsible for developing a small scale MMORPG game, using an in-house built 3D engine.
- While started as a developer I quickly got in charge of a small development and asset production team. The engine was developed in C++ using OpenGL as rendering backend. The client was developed in C++ while the server was developed in Java.

EDUCATION

Universitatea „Babeș-Bolyai", Cluj-Napoca - *Bachelor of Science, Computer Science*
2002 - 2009

Title of qualification awarded: Programming analyst, Computer Science

Graduation Thesis: "Visual Khron: A visual language compiler applied to procedural texture generation"

AWARDS

- 3D RPG/RTS game developed in C++. Finalist at "Tu Faci Jocurile" ("You make the games") contest 2007
- First place award at "Sesiunea de comunicari a elevilor la nivel national" of "Tiberiu Popoviciu" Highschool 1999

PERSONAL PROJECTS / PORTFOLIO

- Command line interpreter - received first place at "Tiberiu Popoviciu" communication session 1999 (Pascal)
- 3D Graphic engine developed in C++ (C++, OpenGL, Direct3D)
- 3D RPG/RTS game developed in C++. Finalist at "Tu Faci Jocurile" ("You make the games") contest
- Several games on J2ME platform (Java)
- Compiler and virtual machine for an own specification 3rd generation language called Khron (C++)
- Visual development environment for procedural texture generation (C#)
- LivesetCRM client management application for recording studios (C#)
- Several small scale applications/collaborations (independent modules developed for3rd parties) (C#, Java)