

Virgil Tanase

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Games have always been more than a simple interest. I had my first computer at the age of 2, playing games before I was able to read. My years as a child have given me knowledge of the English language and general knowledge which made my school life a lot easier, all through playing digital games. As a result, I started wanting to know how to make them, thus I turned my interest into a passion and enrolled for a programming track in my high-school and went on to do a BSc in Informatics.

I then took an MSc in Game Design to learn more on what it is that makes a game. My tenure on this educational track has made me realize that programming, or problem solving as I see it, is what I like to do best, so I started focusing on that for my final year.

Games for me are more than simple interaction, they are an experience and a story and they also have the power to be more, something that I explored by developing serious games such as my masters thesis. I put a lot of effort in making sure that I deliver a quality product. I take user experience very seriously and want to be sure that a user understands what he is supposed to do and has the feeling that he is in control, in order to be in a state of flow with the game and be passionate and engaged in it.

Skills

Unity 3D	(3+ years)		
C#	(3+ years)	Music Composition	(5+ years)
C++	(2 years BSc)	Javascript	(1 year)
C	(2 years BSc)	Android	(1 year)
Java	(2 years)	Python	(1 year)
Game Design	(2 years MSc)	ActionScript	(1 year)
Prototyping	(1+ years MSc)	PHP + MySQL	(1+ years)
Sound Design	(5+ years)	Illustrator + Photoshop	(3+ years)
Sound Composition	(5+ years)	3D Studio Max	(1+ years)

Professional Experience

No Parking ApS

March 2014 - November 2014

Programmer

NoParking's focus was on interactive installations and visual storytelling. As part of their team, my main responsibility was developing visual storytelling apps for the mobile market, in particular, iOS and Android.

My work at NoParking consisted of prototyping for a person position recognition installation, a

treasure hunting app through Copenhagen that allowed the users to communicate with each other and solve quizzes which they accessed by travelling to certain points, a story based dilemma app for the 1914 centennial and a presentation app, besides other projects where I had to perform additional programming and scripting.

One of the projects I had worked on, "Quest of Copenhagen", is an interactive treasure hunt game for the iPad. For this project, I was in charge of defining and programming the server side and the app itself. This project was nominated for the prestigious Lily Price in Denmark.

PortaPlay ApS

September 2013 – January 2014

Game Programmer

Worked on a project for a client that consisted of three smaller projects aimed at toddlers or small children, all in the theme of three stories from the famous danish writer, Hans Christian Andersen. These apps were: a storybook reading app, a rhythm game and a language learning game. All games were developed in Unity3D. The apps were well received by both the client and for the children. The games are intended to be used in playgrounds that are owned by the client company. This project was developed together with Knapnok ApS who developed a subway surfers clone but in the same theme as the three stories. All games are available on the itunes app store and google play as of late January 2014.

Apex Virtual Entertainment

August 2013

Level Designer

Designed levels for the then upcoming game Olsen Banden, targeted for tablets, which was supposed to tie in with a new Danish animation film on the same theme. The game is similar to commandos and other tactical sneaking games, where the player has to navigate through certain puzzles and challenges and collect the goal items or collect in game currency. I worked closely with the lead artist to use the assets to fit the description of the level and with the game designer to better plan out anything the layout and flow of the levels.

Serious Games Interactive

January 2013 – May 2013

Game Developer

Developed and published an educational game that teaches mathematics to small children. I started by developing a prototype to test how well the concept would play out and be received and ended up being ahead of the planned schedule, so I was assigned other projects for a small period of time to perform additional programming where needed. This included two projects released around the time of my collaboration: Cargo Dynasty and Quest for Oil. With Serious Games I improved my knowledge of Agile Development, more specifically, Scrum development.

Beta Dwarf

Game Developer

June 2012 – July 2012

I helped danish startup indie developer, BetaDwarf, over the summer holiday. They were working on their first game, F.O.R.C.E.D, and I offered to help them to make their project come to life. I performed additional programming wherever it was needed, be it for the game or for the tools they used. With BetaDwarf I worked in the Scrum development framework for the first time.

TechSource

Mobile App Developer / Freelancer

May 2011 – July 2011

I worked as a freelancer, developing apps for the Android platform. Each week I would choose a project out of three and develop it within 20 work hours. With TechSource, I worked in the Agile Development framework, more specifically, in Extreme Programming.

Honeywell Life Safety Romania

Software Developer

August 2010 – September 2010

Developed a web app as part of my Summer Internship.

Education

IT University of Copenhagen

MSc in Games

Design Track

September 2011- June 2013

Other Activities: Game Jams: Nordic 2012, Nordic 2013, PlayIT 2012,
GlobalGame Jam 2013, Molydeaux 2013

Universitatea Politehnica din Timisoara

Bsc in Informatics

Focus on Programming

October 2008 – June 2011

Other Activities:

Student Union Member. Worked on the Students Newspaper. Lead a 50 man project.

Publications

Data Games

Marie Gustafsson Friberger, Julian Togelius, Andrew Borg Cardona, Michele Ermacora, Anders Moustén, Martin Møller Jensen, Virgil-Alexandru Tanase and Ulrik Brøndsted (2013): [Data Games](#). Proceedings of the Procedural Content Generation Workshop at FDG.

Languages

English – Fluent

German – Good

Danish – OK

Romanian - Native

References on Request