



# Alex Gavrilu

## Profile

Versatile, collaborative, and hardworking 1st year Masters student at Utrecht University for a master's in Game and Media Technology. Graduated Cum Laude from the Eindhoven University of Technology, majoring in a bachelor of Computer Science and Engineering. Proficient in several programming languages as well as working on projects with large and small teams. Passionate about game design, game development, 2D/3D animation, and drawing.

## Employment History

### Data Analyst, Van Gogh Museum, Amsterdam

OCT 2025 – MAR 2026

Contributed to the development and expansion of the *Art-line* tool, designed for museum curators to explore and present painting collections and bodies of work. Initiated as a final-year project at TU Eindhoven, followed by a 6-month part-time role focused on curating and structuring dataset content, as well as implementing new features to enhance usability and functionality.

## Education

### Computer Science and Engineering, Eindhoven University of Technology, Eindhoven

SEPT 2022 – JUL 2025

Graduated Magna Cum Laude, with 8.06 average.

Relevant course and grades:

- Algorithms : 8.0
- Programming Methods : 8.0
- Operating Systems : 10.0
- Design For games and play II : 8.0.

### GCE Advanced Level (A-level), The British School in The Netherlands, Voorschoten

SEPT 2020 – JUL 2023

Took 3 A-level courses and one enrichment course:

- Mathematics: A\*
- Further Mathematics: A
- Physics : B
- Extended Project Question: A

### Game and Media Technology, Graduate school of natural sciences - Utrecht University, Utrecht

SEPT 2025 – PRESENT

Taking following courses in following semesters:

- Computer Vision
- Advanced Graphics
- Computer Animations
  - created a 7 minute 3D animated movie, that used mo-cap and hand made assets. Won 1st place in the class for quality of animation

## Details

Stationsweg 64  
Eindhoven  
Netherlands  
[+31634401490](tel:+31634401490)  
[speedyal231@gmail.com](mailto:speedyal231@gmail.com)

### NATIONALITY

Dutch, Romanian

### DATE OF BIRTH

07/02/2004

## Links

[Personal site](#)

[Github](#)

## Skills

C#

Java

Python

React

Unity

Blender 3D

Animate CC

Problem-Solving

Teamwork

Leadership

Adaptable

Agile

## Languages

English

Romanian

Dutch