Ioan Alexandru Popa

EDUCATION

Politehnica University of Bucharest, Bachelor in Computer Science

Oct 2022 - Jul 2026

• Relevant Coursework: Computer programming (C & Python; Assembly; Rust), Data structures and algorithms, Numerical methods (Octave), Object-oriented programming (Java), Operating systems, Algorithm design, Communication protocols, Local computer networks, Introduction in cybersecurity

• Cumulative grades: 9.39/10

PROJECTS

emscripten-functions (GitHub link)

Aug 2023 - Sep 2024

- Implemented raw **Rust** bindings for **emscripten** system functions. Emscripten is a compiler toolchain that allows C & C++ code to be ran on web pages using **WASM**. Emscripten is the easiest way of building Rust code for web that depends on C or C++ libraries.
- Built Rust-friendly wrappers for **29** emscripten-specific functions.
- Over **2500** downloads on crates.io for the emscripten-functions crate (the Rust-friendly wrappers), and over **2300** for emscripten-functions-sys (the raw Rust bindings).

Personal dotfiles management system (GitHub link)

m Mar 2021 - Sep 2024

- Created a GitHub repository with my configuration files for select programs I use, like vim, zsh, VSCode.
- Implemented **shell scripts** for **5** distro families that install some apps that I like and configure a freshly installed **Linux** system the way I like it, and a **Windows** script that does this too.

ThemeChanger (GitHub link)

iii Aug 2021 - Jul 2024

- Designed a Linux app in **Python** and **GTK3** that lets the user modify the mouse cursor, application icon, and widget themes and settings of 4 theme frameworks, even for unthemable libadwaita apps.
- Implemented live theme reloading using 6 desktop environment-specific mechanisms.
- Built a mechanism of showing instantly GTK3 theme and CSS changes in the app.

Proportional election methods simulation (GitHub link)

i Jan 2021

• Implemented a **Svelte** web app that can simulate **4** proportional election apportionment methods.

EXTRACURRICULAR ACTIVITIES

Undergraduate teaching assistant, Assembly programming

Feb 2024 - Present

- Held a weekly laboratory session for over 10 students that shows them the basics of **x86** Assembly.
- Made a **Docker** image for lecture demos.

Rust workshop April 2024, desktop applications track

Apr 2024

• Taught 4 students over a Saturday day the basics of desktop application development using **Tauri**.

SKILLS

- Intermediate: C, C++, JavaScript, Linux & shell scripting, Python, Rust, TypeScript
- Basic: CSS, C#, Emscripten, F#, Git, Go, Godot Engine, GTK3, HTML, Java, I♣TEX, Lua, Matlab/Octave, Racket/Scheme, React, SQL, Svelte, x86 Assembly