Ioan Alexandru Popa

EDUCATION

Politehnica University of Bucharest, Bachelor in Computer Science

iii Oct 2022 - Jul 2026

- Relevant Coursework: Computer programming (C & Python; Assembly; Rust), Data structures and algorithms, Object-oriented programming (Java), Operating systems, Local computer networks,
- Cumulative grades: 9.37/10

Work experience

Nvidia

• Helsinki, Finland

Software Infrastructure Engineering Intern

■ Jun 2025 - Sep 2025

- Reduced by 99% the duration of action comparisons by implementing an HTML endpoint that compares 2 actions in an internal Go backend.
- Automated 4 steps of an OS image validation process using Python and Bazel.

PROJECTS

Personal dotfiles management system (GitHub link)

iii Mar 2021 - May 2025

- Created a GitHub repository with configuration files for select programs, like vim, zsh, VSCode.
- Implemented **shell scripts** for **5** distro families that install a couple apps and configure a freshly installed **Linux** system with favourite configurations, and a **Windows** script that does this too.

ThemeChanger (GitHub link)

iii Aug 2021 - May 2025

- 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.

emscripten-functions (GitHub link)

■ Aug 2023 - Mar 2025

- 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**.
- Built Rust-friendly wrappers for **29** emscripten-specific functions.
- Over **9300** downloads on crates.io for the emscripten-functions crate (the Rust-friendly wrappers), and over **9700** for emscripten-functions-sys (the raw Rust bindings).

Volunteer activities

Undergraduate teaching assistant, Assembly programming

iii Feb 2024 - Jun 2024

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

SKILLS

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