# 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), Operating systems usage, Data structures and algorithms, Numerical methods (Octave), Applied informatics 2 information processing (Matlab), Object-oriented programming (Java), Operating systems
- Cumulative grades (1st year): 9.18/10

# Projects

## emscripten-functions (GitHub link)

**t** Aug 2023 - Oct 2023

- 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 85 downloads on crates.io for the emscripten-functions crate (the Rust-friendly wrappers), and 100 for emscripten-functions-sys (the raw Rust bindings).

## MyRustRoguelike (GitHub link)

**iii** Jul 2022 - Nov 2022

- Built a simple roguelike game in **Rust**, where the player has to descend through the **26** levels of a randomly generated dungeon while dodging various enemies.
- Designed a common back-end, used by 3 different front-ends: ncurses, SDL, and web using Yew.

### ThemeChanger (GitHub link)

**iii** Aug 2021 - Jul 2022

- 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: GTK2, GTK3, GTK4, Kvantum.
- Implemented live theme reloading using 6 desktop environment-specific mechanisms.
- Built a mechanism of showing instantly GTK3 theme and CSS changes in the app.

# SKILLS

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

## EXTRACURRICULAR ACTIVITIES

#### Security Summer School, binary track

**iii** Jun 2023 - Jul 2023

- Attended lectures and solved exercises about finding and exploiting common executable vulnerabilities.
- Took part in 2 team-based Capture the Flag events where given executables had to be exploited to find a hidden "flag".

## VOLUNTEER ACTIVITIES

## Rust workshop 2023, desktop applications track

**#** Apr 2023

• Taught 2 students over a weekend the basics of desktop application development using **Tauri**.