Andrei A. **Talaba**

SOFTWARE ENGINEER · WEB DEVELOPER

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Education

Cornell University   *Ithaca, NY*

B.A. IN COMPUTER SCIENCE   *Aug. 2014 - May 2018*

Vectoring in **Software Engineering** and **Security & Trustworthy Systems**
GPA: 3.84/4.00 - Dean's List: Fall 2014, Spring 2015
Relevant Courses: Introduction to Compilers, Computer System Organization & Programming, Data Structures & Functional Programming, Object-Oriented Programming & Data Structures, Discrete Structures, Linear Algebra

Stuyvesant High School   *New York, NY*

ADVANCED REGENTS DIPLOMA   *Sep. 2010 - Jun. 2014*

GPA: 95.2/100 & SAT: 2310/2400

Experience

American Express   *New York, NY*

SOFTWARE ENGINEERING INTERN   *Jun. 2016 - Aug. 2016*

Was responsible for the full development of an internal, employee-engagement CMS with in-line editing capabilities. Created a design from scratch, implemented it in Django and MySQL, and set up the hosting environment.

Athenir   *New York, NY*

FULL STACK CONSULTANT   *Jul. 2015 - Aug. 2015*

Migrated the existing search functionality of Athenir, a search engine for students that focuses on academic queries, from PHP to Flask. Added a back-end using MongoDB to create user and school accounts, as well as required functionality for both account types—including allowing schools to filter the results that users see and allowing users share and compartmentalize links into projects and notebooks. (Note: Athenir has since shut down and taken their website offline.)

Cornell-Intel Cup   *Ithaca, NY*

PROJECT TEAM MEMBER   *Feb. 2015 - Dec. 2015*

Added voice control functionality to our robotics team's R2D2 replica, and tested and fixed the pre-existing GUI as my project for the Spring 2015 semester. In the Fall 2015 semester, I created an Android app in Unity and C# to communicate over UDP with a simulation running on a computer.

Projects

Xic

DEVELOPER   *Jan. 2016 - May 2016*

Worked in a four-person team in my Introduction to Compilers course to create a fully functional compiler, which compiles a statically typed, object-oriented, C-family language down to x86-64 assembly. The language, called oXi, was made for our course. Its specification can be found here: http://www.cs.cornell.edu/courses/cs4120/2016sp/project/oolang.pdf
Contributed to each part of the compiler, including parsing, translation to an intermediate representation, optimizations, and translating to assembly. Our compiler for Xi (a version of oXi without its class system) was named most correct in the class.

Ultimate Tic-Tac-TOcaml

DEVELOPER   *Aug. 2015 - Dec. 2015*

Implemented the networking aspect of an Ultimate Tic-Tac-Toe game, written in OCaml, to allow for online multiplayer.

Skills

Proficient	Python, JavaScript (pre-ES6), Java, HTML5/CSS3
Intermediate	OCaml, Drupal, MySQL, MongoDB, C
Beginner	C#, Assembly (MIPS & x86-64)
Libraries	Flask, Django, jQuery, ExpressJS
Soft Skills	English (Native), Romanian (Native), French (Conversational), Karate, Swing Dancing, Fencing, Yoga