ADRIAN-IULIAN RUSCUTA

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| WORK EXPERIENCE

Politehnica University of Bucharest – Undergraduate

Teaching Assistant

October 2018 - Present

- Responsible for assignments and laboratories for the computer programming (first year) and object oriented programming(second year) courses.

| EDUCATION

Politehnica University of Bucharest – Bachelor's

Faculty of Automation Control and Computer Science

September 2016 – Present (Expected graduation date: july 2020)

Relevant courses: computer programming, numerical methods, data structures and algorithms, introduction to operating systemsobject oriented programming, computers architectureweb applications with Java support, databasesoptimization techniquessignals and systems

Gameloft Workshop – 3D Game Development

March 2017 – June 2017

In this workshop I learned how to make a game engine from scratch.

It was a practical and enjoyable experience in doing: shaders, memory management, 3d engine, cool effects and many more.

Course of developing web & mobile software in real life using Microsoft Tehnologies(.Net Framework) and Android(Java)

February 2017 – May 2017

I've learned how to optimize applications and where we're wrong, when the app runs with problems(vulnerabilities, security).

| SKILLS

Advanced: C++

Intermediate: C

Beginner: Java, html, css, xml, latex

| AWARDS

Hackathon:

- Hackatown: FutureDev with Theme „The Cloud" Organized by Microsoft $(5^{th}$ place$) - 24$h
- Participation at a Microsoft's small contest(in the middle of list) - 3h

2017

| EXTRACURRICULAR ACTIVITIES

In the summer between second and third year, I was involved in **Work&Travel** program (in USA).

| LANGUAGES

English

Romanian(native)