

Alexandru Olteanu

Computer Science Student

PROFILE

▪ Detail-Oriented Computer Science Student with comprehensive understanding of C++, Java, C#, Spring Boot, Python, JavaScript, SQL and data analytics concepts. I am leveraging to learn new programming concepts, discover ideas and tools in the technology field and use my coding and debugging skills for new challenges!

WORK EXPERIENCE

Software Engineer <i>Deutsche Bank</i> Bucharest	July. 2022 – Current
<ul style="list-style-type: none">▪ Developed and migrated new code features in Java for microservices in relations with SQL database, Tibco server and TeamCity.▪ Wrote unit and integration tests to evaluate high code coverage.▪ Analyzing endpoints requests with Postman▪ Enhanced experience in working with Spring Boot, Maven and OpenShift▪ Worked in Agile Scrum team environment with high-tempo production cadence.▪ Balanced design principles and technology standards with product timelines and customer-specific requirements▪ Participated in performance analysis, design, development and testing sessions.	

Highschool Mentor <i>Personal Activity</i>	Oct. 2021 – Current Bucharest
<ul style="list-style-type: none">▪ Mentored students and high scholars on science domain, particularly in Mathematics and Programming (C /C++, C#, Java).▪ Incorporated exciting and engaging activities to achieve student participation and increase overall students GPA▪ Instructed students in core educational principles, concepts and in-depth subject matter.	

Freelancer <i>Fiverr, Upwork, Freelancer</i>	Mar. 2020 – Current Bucharest
<ul style="list-style-type: none">▪ Improved my communication and expertise through working on different freelancing websites. My area of activity was mainly into marketing research, WordPress websites, multiple C++ and Java activities and designing in Adobe Illustrator and Photoshop.	

Development Assistant <i>Landlord Go</i>	Jan. 2020 – June 2020 Bucharest
<ul style="list-style-type: none">▪Designed custom concepts for Landlord Go game (menu customization, character ideas, achievements and rewards), being part of a team working towards project details as copywriting for game description, advertisement creation and administration.	

PERSONAL PROJECTS

NEVSQUARE

▪ Founded a Marketing Agency & Tech Startup. The [website](#) was created with HTML, React, CSS, Bootstrap, JavaScript, Typescript and jQuery. Design was made both for PC and tablet/mobile responsive with interactive animations and Tidio Chat Bot integrated. Practiced my front-end skills and carefully planned future market releases and backend integration. Planning on adding Log In / Sign Up and Payment Option.

Server-Client TCP/UDP Connection

▪ Implemented a connection between multiple clients through a Server using UDP and TCP protocols. First type of clients simulates different types of news channels where the other type of clients can subscribe and receive their messages. The flow was created in C++ using sockets, listening for information of the server on different ports and multiple data structures.

Movies, Actors & Users Database Management

▪ Organized and implemented an extensive database for movies, actors and users using Java OOP principles with over 1000+ lines of code. This project represents a possible backend integration of popular stream websites like Netflix, HBO GO, Twitch, etc. In this project actions like filtering movies on categories, adding users, actors, movies, sort them based on different filters, etc.

Load Balancer Simulator

▪ Loading Balancer project implements the idea of a device acting like a reverse proxy and distributes network traffic or data across multiple servers. It’s way of distributing all the data is built in an optimal way for the best recalibration in case of certain servers are being shut down. I built this simulator in C using HashMap’s and other different data structures.

Space Invaders

▪ This project was made in Python and it represents a space war game. I implemented the mechanics designed for this game (moving, shooting, random enemy spawning, enemies that fight back, score display, etc.)

Router Simulator

▪ This project was made in C and simulates the functionality of a router and how it redirects the packets received from one host to another. Communication protocols that were used are ARP and ICMP, ARP having the role to discover new interfaces and their MAC address (ARP request) and send back information to the eminent (ARP reply). and ICMP to display the progress of packages that reach or not the required destination. Current project aims to develop C programming skills and how packages transmission works in a real and day to day environment.

EDUCATION

<i>Politehnica University of Bucharest</i>	Oct. 2020 – Current
<i>Automation and Computer Science</i>	Bachelor of Computer Science

▪ Currently pursuing programming and engineering classes, developing towards skills in Java, C, C++, Assembly, Python, MATLAB, LTSpice, Git and practicing multiple computer science concepts (Object Oriented Programming, Algorithms Analysis, Communication Protocols, Parallel and Distributive Algorithms, SQL, Multithreading, Game Development Concepts in OpenGL)

ACOMPLISHMENTS & AWARDS

- Qualified every year in high-school for informatics and mathematics interregional competitions.
- Qualified for nationals in informatics Olympiad, getting second place in the previous round.
- I got great results in multiple programming competitions organized on Codeforces, Hackerrank and Codechef, having Expert rank on Codeforces and 5 stars rated coder on Codechef.
- I got in top 10% in Facebook Hacker Cup 2022 and top 4% in Codechef SnackDown 2022.
- Qualified for nationals and got in the top 15% in the team format of ACM-ICPC 2022.
- Got into the Finals of Hack IT All competition organized by University Politehnica of Bucharest