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Experience

JUNE 2018 - PRESENT

Electronic Arts, Bucharest, Romania – Software Engineer

- I am part of the FIFA console team working mostly on front-end features. Main languages that I use are C++ and ActionScript combined with many frameworks and tools, both external and in-house made.

MARCH 2018 - MAY 2018, 3 months

Gameloft, Bucharest, Romania – C++ Developer

- Maintained and improved an automation-testing tool for mobile games using C++ with Qt Framework. The tool was designed to run both on Windows and Linux.

JULY 2016 - FEBRUARY 2018, 1 year 8 months

BullGuard Software, Bucharest, Romania – Junior Software Engineer

- I was in a small team that developed a new application integrated in the main BullGuard product. The application itself represents a home network scanner designed for end-users. I have faced Windows applications development using C++, Win32 API and MFC. During this project I experienced every step required by software development life cycle principles.

Education

OCTOBER 2017 - JUNE 2019

University of Bucharest, Romania – Master in Artificial Intelligence

OCTOBER 2014 - JUNE 2017

University of Bucharest, Romania – Bachelor's degree in Computer Science

Skills

- Advanced about C++ programming
- Medium knowledge of Python and Linux
- Intermediate in Qt, Git, OpenCV and OpenGL
- Familiar with the Embedded Zone, Android Framework using Java and Windows applications upon Win32 API.

Awards

JULY 2017

Proposed for "The best license paper"

- My license thesis project consists of a Home Virtual Assistant. I built from scratch both hardware and software parts. Main languages and tools that I used were Python, C++ and OpenCV on boards like Raspberry Pi and Arduino.

8-10th DECEMBER 2016 (48h)

"Hackathon" by HackSociety – 2nd place

- My team created an application that uses two cameras and recognize free drawings in the air representing them ideal and store them in a flow charts editor. We used OpenCV with C++ on a Windows machine.

APRIL - MAY 2016 (6 weeks)

"Linux Embedded Challenge 2016" by NXP Semiconductors – 1st place

- Me and two other colleagues implemented an OpenGL C++ project which represents a simulator of an autonomous car that has implemented an overtaking system and cruise control system. The project had the aim to run on an UDOO Neo embedded board.

Projects

JULY 2018 - Present

"LiteRenderer"

- It represents a lite 3D rendering engine implemented from scratch using C++ and OpenGL libraries. I use this project in order to learn about 3D rendering and game engines architecture.

MAY -JUNE 2017 (6 weeks)

Adaptive Cruise Control

- Me and a friend have participated on a contest by doing an embedded proposed project. The aim of this project was to build a proof-of-concept automobile with a cruise control (autopilot) system. The system uses only a video camera setup and it was developed using Python and Arduino. The system was implemented to run using a UDOO Neo board.

GitHub account

- Most of my projects are uploaded on GitHub. Link: https://github.com/AlexandruRusu23