

Bogdan-Andrei Băncuță

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 [Bogdan Bancuta](#) |  [Bogdan-Bancuta](#)



OBJECTIVE

Seeking a challenging position in **Software Development** to leverage my skills in problem solving, critical thinking and expertise in multiple programming languages. Through the different projects and contests completed, I have gained multiple years of experience coding in C++ and Java as well as demonstrated my ambition, curiosity and determination to learn new things. Eager to tackle complex and unique problems, I look forward to apply my skill set to global-wide impact projects.

EDUCATION



- **Imperial College London** September 2024 - September 2025
MSc Advanced Computing London, UK
 - **Planned courses:** Scalable Systems and Data, Scheduling and Resource allocation, Complexity
- **Delft University of Technology** August 2021 - June 2024
BSc Computer Science and Engineering Delft, The Netherlands
 - **GPA:** 8.44/10
 - **Honours Programme:** Special extracurricular track in competitive programming, problem solving and complexity analysis
 - **Minor:** Project Management at the Civil Engineering faculty
 - **Teaching Assistant:** Algorithm Design course
 - **Notable courses:** Software Engineering Methods, Algorithms and Data Structures, Web and Database Technology, Big Data Processing, Software Quality and Testing, Object-Oriented Programming

EXPERIENCE

- **Amazon**  June 2023 - September 2023
Software Developer Intern Madrid, Spain
Tools: Java, HTML, JavaScript, Internal tools
 - Implemented changes to the books page of Amazon website on multiple platforms that simplified the view of the page, ensuring the key information was at the top and removing redundant information.
 - Conducted analysis on several key metrics to ensure changes improved customer satisfaction and resulted in higher conversion rates.
 - Took leadership and ownership of my project and experienced the whole software development life cycle, from creating the project plan, coding, rigorous testing, deployment to production and passing QA checks.
 - Adapted to unforeseen circumstances by thinking outside the box and designed an approach that met Amazon's standard of scalability and latency while having little impact on project timeline.
 - Communicated and cooperated effectively in a diverse team, having a balanced attitude between curiosity and self learning.
 - Familiarised and showed eagerness to rapidly learn new and internal technologies, which allowed me to solve complex problems.
- **Academic project in collaboration with Scenwise**  April 2023 - June 2023
Software Developer Remote
Tools: Java, TypeScript, MapBox
 - Worked alongside 4 other students as part of 2 month university course on a company proposed project.
 - Implemented historical vehicle tracking and improved performance and scalability for live tracking of public transport of multi-functional monitoring and mobility application.
 - Engineered a new method to seamlessly show the movement of different vehicles on the map without any stutter and in 3D.

- Improved performance in terms of both region span and number of vehicles to appear on map, with data coming from both historical and continuous sources.
- Increased code coverage through the use of unit and integration level tests.
- Ensured close client collaboration by holding stakeholder and alignment meetings as well as writing and updating the technical documentation.

PROJECTS

- **Optimal Decision Trees for non-linear metrics, Bachelor Thesis** April 2024 - June 2024
Tools: C++, Python 
 - Redesigned the merge algorithm for constructing Optimal Decision Trees, improving runtime by 10%.
 - Developed ingenious algorithm relying on combining convex hulls to achieve a better pruning of solutions, thus allowing feasible computations of higher depth trees and use of bigger datasets.
 - Demonstrated attention to detail, critical and problem-solving skills by analyzing the problem, identifying the bottleneck and designing an appropriate solution.
- **Rowing Matching Application, Delft University of Technology** November 2022 - December 2022
Tools: Java, Spring Boot, JPA Repository 
 - Developed the back-end of a microservice architecture application aimed at helping people practice rowing casually or competitively as part of a 2 month course.
 - Implemented the user microservice which handled storing and retrieving user information through the use of a database, as well as ensured communication with other microservices to allow authentication, enrolling in activities and receiving notifications.
 - Ensured high quality code by conducting peer reviews and creating unit, integration and automated system level tests, achieving over 80% coverage.
 - Worked alongside 5 other students, developing teamwork, communication and leadership skills.
- **Quizzz Game Application, Delft University of Technology** February 2022 - April 2022
Tools: Java, JavaFx
 - Developed a GUI educational multiplayer game aimed at raising awareness about energy consumption of daily activities as part of a 2 month course.
 - Implemented interactable front-end detailing the main menu and question screen, communicating with back-end for retrieving questions and maintaining players' scores.

SKILLS

- **Programming Languages:** Java, C++, Python, SQL, HTML, TensorFlow, JavaScript, Scala, TypeScript
- **DevOps & Version Control:** Git
- **Strong knowledge of algorithms, data structures and object-oriented design**

CODING COMPETITIONS AND CONTESTS

- **Cloudflight Coding contest** 2019, Bucharest, Romania
94th place globally
- **National Olympiad in Informatics** 2018, Constanta, Romania
Silver medal
- **Facebook Hacker Cup** 2020, Online
Top 1500

CERTIFICATIONS

- **Natural Language Processing Specialization** May 2024
- **Machine Learning Specialization** September 2022

ADDITIONAL INFORMATION

Languages: Romanian (Native), English (Full Professional)