

Cosmin-Nicolae Bresug

Software Engineer

Computer Science graduate student, technology enthusiast, hard-working and reliable individual, looking to work in a fast-paced and challenging environment.

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📍 UK

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WORK EXPERIENCE

Client Engineer Thought Machine

08/2020 - 2021

London, United Kingdom

Achievements/Tasks

- Worked with proprietary solutions to help clients build financial products using our internal systems
- Developed Smart Contracts and Workflows using Python and Go
- Deployed and upgraded client environments using Kubernetes
- Analyzed and delivered requirements to clients such as Lloyds Bank, ING and others

Software Engineer/Technical Analyst Bank of America

07/2019 - 08/2020

London, United Kingdom

Achievements/Tasks

- Working on a main trade settlement platform using Scala, as part of a regulatory project
- Worked on an application for managing acceptance testing using Scala and React
- Worked on a platform for displaying trade data using Tableau

Software Engineer GenieAI

09/2018 - 07/2019

London, United Kingdom

Generating law contracts using Artificial Intelligence

Achievements/Tasks

- Worked on a platform for drafting contracts, that connects lawyers and clients
- Implemented the platform using MEAN stack and GraphQL
- Analyzed and delivered requirements from advisors in the industry

Summer Internships and other:

Software Engineer @ Rightmove (2017), Summer
Technical Analyst @ Bank of America (2018)

EDUCATION

MSc Cybersecurity - Information Security Track Georgia Institute of Technology

08/2019 - 08/2021

Atlanta, USA

Courses

- Summa cum Laude Honors
- Network Security
- Binary Exploitation Lab
- Intro to Information Security
- Secure Computer Systems
- Cybersecurity Practicum

BSc Computer Science University College London

09/2015 - 06/2018

London, United Kingdom

Details and Courses

- First Class Honors Degree
- Machine Learning and Neural Computing
- Systems Engineering
- Object-Oriented Programming
- Networked Systems
- Computer Systems

SKILLS & COMPETENCES

Java

Python

C++

C#

Android

JavaScript

React

Spring MVC

Thymeleaf

Angular

PHP

Scala

Node.js

Machine Learning

Jenkins

Docker

Unity

Blender

TypeScript

Unit Testing

PERSONAL PROJECTS

NHS Dialogue Analysis (Dissertation Project) (09/2018)

- Platform for recording and transcribing dialogue in order to find correlations between gaps in speech and mental health (HTML, CSS, JavaScript, Java, Spring, MongoDB)

UTILIS - First prize winner in Yoyo Playground (11/2015)

- Android application which tries to simplify the ordering system in crowded restaurants by using Estimote API and Yoyo API (learnt Android Studio)

Brain.WAV - First prize winner at HackKings 3.0 (11/2016)

- App that generates music based on brainwaves and Neural Networks (Muse Headband API, PHP, Machine Learning)

EnVRo Chess - Third prize winner at Global Archiact Jam 7 (08/2016 - 09/2016)

- VR game for Samsung GearVR published on the Oculus Store (made with Blender and Unity)

AirMate - Skyscanner prize winner at Porticode (12/2016)

- App to find people who are waiting in an airport for the same plane as you (Laravel, Skyscanner API, JavaScript)

CERTIFICATIONS AND ACHIEVEMENTS

Microsoft Professional Program: Data Science (02/2017)

<https://academy.microsoft.com/en-us/certificates/f209f42a-6aab-471b-97d4-747b1f96e1a0>

Machine Learning A-Z™: Hands-On Python & R In Data Science

Deep Learning A-Z™: Hands-On Artificial Neural Networks

Complete Java Masterclass

The Complete Android N Developer Course

Learn to Code by Making Games - The Complete Unity Developer

Enterprise Bootcamp UCL (06/2016)

LANGUAGES

Romanian

Native or Bilingual

English

Expert

French

Upper-intermediate

German

Upper-intermediate

INTERESTS

Basketball

Tennis

Skiing

Swimming

Technology

Artificial Intelligence

Security