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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WORK EXPERIENCE

Client Engineer
Thought Machine

08/2020 - Present　　　　　　　　　　　　　*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 like 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

– Intro to Information Security
– Secure Computer Systems
– Network Security
– Binary Exploitation Lab

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
ReactJS　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　Swiming
Technology　Artificial Intelligence　Security