

# CRISTIAN AUGUSTIN SUSANU

*Final Year Computer  
Science Student*

## CAREER PROFILE:

I am an ambitious student working towards achieving higher programming levels. Proven ability to work under pressure and meet a given deadline through the 'Capture the Flag' event. Seeking a graduate software developer opportunity.

## SKILLS:

- Java
- Python
- C#
- Unity
- Django
- Solidworks
- ANSYS Fluent
- Microsoft Office (ECDL Certification)
- Language:
  - Romanian (Native)
  - English (IELTS - 7.0, CAE - C)
  - French (Intermediate)
  - Russian (Intermediate)

## CONTACT DETAILS:

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## EMPLOYMENT HISTORY:

### CAPTURE THE FLAG EVENT

*BAE Systems*

*January 2020*

- Part of a team, competed against others in a set of timed programming challenges.

### ASSISTANT DESIGN ENGINEER

*Kelda Technology*

*January - June 2018*

- Undertook CAD design and CFD testing to reduce water spray turbulence in two nozzles of the shower head.

### TOP 100 GRADUATE SURVEY INTERVIEWER

*The Times*

*February 2018*

- Investigated career development trends by interviewing 30 finalist students.

### BUSINESS INNOVATION PROGRAMME

*IBM*

*February - May 2017*

- Worked within a team of 4 to design and validate a survey for increasing public awareness of the services provided by the charity 'One Community'.

## ACADEMIC BACKGROUND:

### UNIVERSITY OF BIRMINGHAM

*Bachelor of Computer Science*

*2018 to present*

- Final Year Project: Formula 1 Simulation Game developed in Unity
- Relevant modules include:
  - Advanced Networking: Studied the principles of data transmission protocols, communication mechanism and synchronization issues.
  - Software Engineering: Gained theoretical knowledge on Software Quality Assurance, as well as testing and project management.
  - Artificial Intelligence: Acquired knowledge of EV3 robot and sensor coding.
  - Human-Computer Interaction: Embraced the technical and psychological issues arising from the interface between people and machines
  - Data Structures and Algorithms: Enhanced the capability of developing efficient software algorithms.
- Relevant Projects:
  - Space Invaders game developed in JAVA
  - EV3 robot programmed to go through a maze
  - Software Engineered an eating disorder mobile application

### UNIVERSITY OF SOUTHAMPTON

*Bachelor of Aerospace Engineering*

*2015 to 2018*

- Final Year Project: 2-D Hypersonic Flow Simulation of Re-entry Capsule
- Relevant modules: Systems Design and Computing, Applications of CFD, Aerothermodynamics, Propulsion, Astronautics, Aircraft Structural Design
- Relevant projects:
  - The main Wing of a UAV
  - Arduino controlled robot to drop M&Ms at a certain location

### GHEORGHE MUNTEANU MURGOCI HIGHSCHOOL

*Mathematics and Computer Science*

*2011 to 2015*

- Romanian Baccalaureate: Physics (10), Mathematics (9.05), Romanian Literature (9.35)

## INTERESTS:

- University of Birmingham Motor Racing Club: took part into endurance race events, developing a competitive spirit.
- Taekwondo Green Belt: Acquired self-motivation and self-discipline.
- Southampton University Electric Society: Designed the front wheel mounting system of the car for the Shell Eco Marathon.