

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.