

Cristian Chivriga

I am a 20 years old CS student who is passionate about software engineering. My goal is to make a difference in this world by creating products people want.



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EDUCATION

Bachelor of Computer Science Université Claude Bernard Lyon 1

09/2016 – Present

GPA 16.7 / 20 (Très Bien)

- Top 3% out of a 350 university class.
- Excellence in Mathematics, Web, Algorithms, Data Structures and Systems architecture class.
- Managed a team of 3 by validating course projects and training 2 hours a week on data structures and algorithms.

Baccalaureate diploma in Science Liceul Teoretic "Mircea Eliade" High school

09/2013 – 06/2016

- In a team of four, participated in the finals of Diamond Challenge (Washington DC, USA), with an online education platform that connected students and professors. Won Honorable Mention Prize.
- Took part as the youngest participant in Get Inspired Fest business conference in Poland, Nowy Sącz, 2015. Went through 5 days of intense training focused on entrepreneurship, business networking, innovation, leadership and management.

COURSES

Android Programme Google Developer Challenge Scholarship by Udacity

02/2017 – Present

- Awarded with Android Basics Nanodegree by being placed in top 2 000 out of 20 000 students. Successfully completed the Nanodegree course by doing 3 months of intensive learning and by receiving approval of coaches upon 4 Android projects.
- Currently enrolled in the Android Developer Nanodegree with the intent to specialize even further in Android especially into image and audio recognition.

Self Studying Machine Learning and Graphics

01/2018 – Present

- Engaged in learning Machine & Deep Learning by studying 2 courses on Udemy and also by following the Stanford classes for machine learning.
- Enjoying in spare time developing 3D graphics animations and 3D modelling.

PERSONAL PROJECTS

Moonrise Kingdom (10/2017 – 12/2017)

- Worked in a team of 3 by creating a modular app using agile software methodology.
- Brainstormed on design mockups, divided the tasks to meet deadline requirements and tested the game in the university class. Mentioned the best project out of 200 other participants.

Acid Reflux App (09/2017 – Present)

- Created an Android application for managing Acid Reflux disease by suggesting food and beverages that are not acid generating. Implemented a learning algorithm for filtering harmful food.
- Tested a basic interface for managing my own dairy with more than 250 ingredients with 30% increase of relief to my symptoms, as I am struggling with this disease too.

What? When? Where? (04/2017 – Present)

- Created a game application where teams of 7 people can compete with each other through trivia questions.
- Implemented 5 several types of questions(textual, image, audio, blitz, black-box), designed to work cross-platform on Android and Web, tested the platform during a classic game session on 4 teams of 24 people and got positive feedback for further improvements.

LANGUAGES

Romanian
Native Proficiency

English
Full Professional Proficiency

French
Full Professional Proficiency

Russian
Bilingual Proficiency