CRISTIAN CHIVRIGA

Cchivriga@gmail.com • +(33) 695 057 684 • Lyon, France

cristianchivriga.com 🌐
github.com/domainflag 🔗
linkedin.com/in/cchivriga in

EDUCATION

Université Claude Bernard Lyon 1 *(France, Lyon)*   GPA 16.03 / 20 (Très Bien)   Sept 2016 - Expected 2019
Bachelor of Computer Science

- Top 1% out of a 200 university class with excellence in Linear Algebra, Data Structures and Algorithms, Systems architecture and Database class. First and second in class the 3rd and 4th semester, respectively.
- Awarded an Android Scholarship by Udacity by being placed in the top 2 000 out of 20 000 students based on high level of participation in the student community and successful completion of course challenges. Built and validated 6 Android projects using Java in 5 months of intensive training with mentorship.
- Managing a team of 3 by validating course projects, training 2 hours a week on data structures and algorithms and organizing study jams for Machine Learning and Statistics based on Stanford and Coursera courses.

Liceul Teoretic "Mircea Eliade" High School *(Moldova, Chisinau)*   Sept 2013 - May 2016
Baccalaureate Diploma in Science

- With a team of four, competed 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.

WORK EXPERIENCE

Endava *(Moldova, Chisinau)*   June 2018 - Aug 2018
Software Engineer Internship

- Created web applications in React and Redux by building UI components and bringing UX adjustments with architecture improvements to existing projects.
- Implemented in my spare time a music app in Node.js and React based on the feedback of my co-workers. Successfully validated under the supervision of my mentor by testing it with a group of 24 people during the breaks while having a good time.

PROJECTS

Streaming and Social Media Service   *June 2018 - Present*

- Developed music platform in Android by using the Spotify SDK. Implemented a music identification system in Python for over 100 songs by generating audio fingerprints with Python and using Hash table for O(1) retrieval with an error rate of 7%.
- Designed a reliable protocol to sync media playback between 2 devices through Bluetooth. Working on an end-to-end speech recognition system in PyTorch for lyrics to time alignment.

Game Engine   *Dec 2017 - May 2018*

- Team project in 2 on a cross-platform game engine built on OpenGL and WebGL with C++ and Javascript, respectively. It simulates procedural generated terrain, developed tessellated terrain rendering with dynamic LOD by implementing a Quadtree, increased rendering performance over 150% for low to medium sized heightmaps.

SKILLS

Programming: C++, Java and Android, Python, JavaScript, SQL, OpenGl, PHP, Git, Unix
Graphic Design: A. Illustrator, Adobe XD, Photoshop

Romanian	English	French	Russian
Native Proficiency	Full Professional Proficiency	Full Professional Proficiency	Bilingual Proficiency