Andrei Georgescu

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OBJECTIVE

To begin a professional career in software engineering where I can utilize my technical, problem-solving, and collaborative skills.

EDUCATION

San Francisco State University, San Francisco, CA
Bachelor of Science in Computer Science, Expected December 2021

Selected Coursework: Data Structures, Algorithm Analysis, Software Engineering, Computer Networks, Database Management Systems, Artificial Intelligence

SKILLS

Coding: C/C++, Java, JavaScript, TypeScript, Python, Go, HTML, CSS
Technologies/Environment: Windows, Linux, Node.js, SQL, REST, Nginx, Git, AWS EC2 & RDS

EXPERIENCE

CASCHI (Summer 2020) - a virtual research program working with a mentor and other students
● Collaborated with students to create a website that used an RNN model to generate essays

PROJECTS

DormMates (Summer 21) - a university roommate and housing finding platform
● Coordinated a group of 6 students in creating a software product from idea to MVP
● Co-authored over 150 pages of technical documentation including product research, use cases, competitive analysis, and functional/non-functional requirements for a software product
● Advised frontend and backend team in developing product features
● Deployed the application to AWS using the EC2 and RDS services

GoSupreme (Jun 2021) - API written in Go; allows you to interface with supremenewyork.com
● Reverse engineered Supreme's backend to create a Go package allowing you to get products in stock, find products by keywords, and more through the command line
● Authored documentation and created code examples for how to use the package

Uno (Spring 2021) - an online multiplayer clone of the Uno card game
● Collaborated with students to implement the backend in Node.js and frontend in HTML/CSS
● Implemented chat and game backend features; global/ingame chat, game state, card logic
● Deployed the application to Heroku

HydraPVP (Jun 13 - Dec 16) - founded a Minecraft game server
● Performed system administration and managed over 5 dedicated servers hosted on OVH
● Organized a group of global volunteers in managing a community of over 75,000 members
● Collaborated with software developers and designers to add new features to the game server