

Dragos Lup

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EDUCATION

Georgia Institute of Technology — BSc, Computer Science, GPA: 3.54/4.0	<i>May 2025</i>
Stuyvesant Highschool — Highschool Diploma, GPA: 94.7/100	<i>May 2021</i>

WORK EXPERIENCE

Intern	<i>May 2022 — September 2024</i>
iTech Computers	<i>Medias, Romania</i>
<ul style="list-style-type: none">Prioritized full stack development for the existing company website and database systems.Optimized the company website backend, creating improvements that reduced load times by 200%.Created an intuitive data input system that improved efficiency in team workflows.	

PROJECTS

Revo Zero Godot, C# Custom Physics-Based Video Game	<i>January 2025</i>
<ul style="list-style-type: none">Developed a boss rush game with a fast combat system, controlling a top in physics-based battles.Engineered a physics model to simulate fast motion, improving frame rate from 15fps to 90fps.Designed an optimized SQL database for efficient data retrieval with 35% faster updates.	

Manga OCR Python, PyTorch Japanese Character Recognition	<i>December 2024</i>
<ul style="list-style-type: none">Tested ResNet, Tesseract and Vision Transformer (ViT) models to identify Japanese in manga.Developed an image preprocessing pipeline, extracting text bubbles, improving speed by 150%.Created and augmented a synthetic dataset with labeled images to enhance OCR performance.	

Dansu Python, CUDA, MMPose Machine Learning Dancing Game	<i>June 2024</i>
<ul style="list-style-type: none">Play advancing game with only your web camera and body, using a pose estimation library.Trained a custom model on a NVIDIA GPU to massively increase frame rate from 4fps to 30fpsEngineered a pose approximation layer to counteract delays during model inferencing.	

Roll The Die C#, Unity Classic Roguelike Game	<i>April 2024</i>
<ul style="list-style-type: none">Endless video game where the player controls a dice, destroying enemies with random effects.Created in under 48 hours, with an easily expandable framework to be applied to future updates.Focused on simple concepts to get satisfying and expandable mechanics for future updates	

ACTIVITIES AND AWARDS

Runner Up for GT Global Game Jam	<i>February 2023</i>
<ul style="list-style-type: none">Designed an evolving map and towers that changed as you played, creating diverging paths.Focused on clean and modular fundamentals, using data structures for easy expandability.	

SKILLS

- Coursework:** Procedural Content Generation, Game Development, Computer Graphics, Algorithms, Computer Vision, Artificial Intelligence, Machine Learning, Deep Learning
- Technologies:** C#, GDScript, C++, JavaScript, Python, Rust, SQL, Lua, GLSL, C, Java, Swift
- Tools:** React, PyTorch, NumPy, Git, Firebase, Node.js, MongoDB, Unity, Docker, OpenGL
- Languages:** Romanian (Native), English (Native)