HORIA MUT

Espl. des Recreations 4 | Meyrin, 1217 Switzerland | +41 78 603 22 45 | horiamut@msn.com
Swiss National | drakesinger.github.io

SOFTWARE ENGINEER

EXPERIENCE

Software Engineer
Connactive | Remote | 11/2018 – Present
- Backend webservice development.
- Mobile application development.
- Maintenance of both ends.

Technical Support Agent
Avocis Telag AG | Biel, Bienne | 04/2011 – 05/2013
- 1st level technical support for Sunrise clients.
- Responsible for support of other agents.

EDUCATION

Master of Engineering - Software Engineering
HES-SO MSE | 09/2016 – 03/2018
- Write a GPU solver for integral computations using the MonteCarlo technique. (CUDA, C++)
- Reverse engineer a Linux executable using different techniques to crack the password required for entry. (ASMx86, C, PIN Tools by Intel)
- Write a real-time sound editor and visualizer. (C++)
- Write shaders for a game prototype in Unity. (HLSL)
- Design and develop a real-time visual simulation of Saturn and its rings in Unreal Engine 4. (HSLS, C++, BP)
- Develop and architect a framework for prototyping Virtual Coaches in Unity. (C#)

Bachelor of Computer Science and Multimedia
HE-Arc | 09/2013 – 08/2016
- Design and develop a drone flight physics simulator. (Java)
- Design and develop an ocean surface wave simulator. (WebGL, GLSL, JS)
- Define high-level architectural specifications and develop tumor detection algorithms for a radiography scanning application. (Java)

SKILLS & ABILITIES

3D Math
Linear Algebra
C/C++, C#
Multicore Programming
CUDA
HLSL, GLSL
OpenGL, WebGL
Software Architecture
.Net, UWP
Git, SVN, Perforce, Jenkins

CERTIFICATES

BWS GermanLingua	2007
Cambridge First Certificate	2007

LANGUAGES

English	C2
German	B2
French	Native