HORIA MUT

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SOFTWARE ENGINEER

Young professional looking for a new challenge as a Software Developer

PROFESSIONAL EXPERIENCE

01/2020 – Present | **Junior Software Engineer** at Talan (Geneva)

- Full stack developer (.Net, C#, ASP.Net, JavaScript, Angular, REST, WCF, SQL)
- Migrate business-critical legacy desktop (WPF, WinForms) applications to the cloud as modern web-based applications and services (Angular, TypeScript, WCF, REST). Applications generate energy forecasts and usage reports.
- Upgrade backend architecture and code to allow faster generation of energy reports.

11/2018 – 07/2019 | **Software Engineer** at Connactive (Remote, Zürich)

- Responsible for the maintenance and development of a social app (iOS & Android) made for employees of a large company. The application facilitates social interaction between a company's employees.
- Backend webserver development. (Django, Python, Azure)
- Mobile application development. (Xamarin, .Net, C#)

04/2011 – 05/2013 | **Technical Support Agent** at Avocis Telag AG (Bienne)

SKILLS & ABILITIES

General Development	**C/C++**, **C#**, Java, **Python**, Assembly, Rust
Web	**HTML**, **CSS**, **JavaScript**, **Typescript**, PHP, Ruby, **SQL**
Graphics, Computer Vision	OpenGL, WebGL, HLSL, GLSL, OpenGL, WebGPU, Vulkan
Machine Learning	Scala, AWS, SciKit Learn, **DLib**
Frameworks, Specs	**.Net**, Win32, **WPF**, Qt, Swing, **Xamarin**, Ruby-on-Rails
Platforms	**CUDA**, **UWP**, J2EE, Oracle DB, MS SQL Server, PostgreSQL
Concepts	**Parallel & Multithreaded Programming**, Reverse Engineering, **DevOps**, **Agile Methodologies**, **Kanban**
Tools	**Visual Studio**, **Eclipse**, Jenkins, Docker, Vagrant
Source Control	**Git**, **SVN**, **Perforce**, **Azure DevOps**, **TFS**
Game Engines	Unreal Engine 4, Unity
Digital Content Creation	Photoshop, ZBrush, Maya

EDUCATION

09/2016 – 03/2018 | **Master of Engineering - Software Engineering** HES-SO MSE

Key projects done during the academic years, for more information check out
drakesinger.github.io/#work :

- Written a GPU solver for integral computations using the MonteCarlo technique. (CUDA, C++)
- Reverse engineer Linux executables using different techniques to crack the password required for entry. (ASMx86, C, PIN Tools by Intel)
- Write a real-time sound frequency editor and visualizer. (C++)
- Design and develop a real-time visual simulation of Saturn and its rings in for a museum's sci-fi exposition in Unreal Engine 4. (HLSL, C++, BP)
- Develop and architect a framework for prototyping Virtual Coaches in Unity. (C#)

09/2013 – 08/2016 | **Bachelor of Computer Science and Multimedia** HE-Arc

- Design and develop a drone flight physics simulator. (Java)
- Design and develop an ocean surface wave simulator. (WebGL, GLSL, JS)
- Define architectural specifications and write tumor detection algorithms for a radiography scanning app. (Java)
- Develop an Android application connecting to a hardware module via Bluetooth to open doors in a house. (Java)

LANGUAGES

English C2 (Cambridge First Certificate 2007), German B2, French Native