



HORIA MUT

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Swiss National

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SOFTWARE ENGINEER

EXPERIENCE

- Software Engineer
Connective | Remote | 11/2018 – Present
- Backend mobile service development. (.Net, C#)
 - Backend webserver development. (Django, Python, Azure)
 - Mobile application development. (Xamarin, .Net, C#)
- 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.

SKILLS & ABILITIES

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

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. (HLSL, 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)

CERTIFICATES

BWS GermanLingua	2007
Cambridge First Certificate	2007

LANGUAGES

English	C2
German	B2
French	Native