HORIA MUT

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Swiss National, drakesinger.github.io

SOFTWARE ENGINEER

Young professional looking for a new challenge as a Software Developer

PROFESSIONAL EXPERIENCE

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#)

09/2013 – 03/2018 | **Bachelor** and **Master Studies** (see Education Section)

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

- 1st level technical support for Sunrise clients.
- Responsible for support of other agents.
- Left to pursue academic studies.

SKILLS & ABILITIES

Basic Knowledge (B), Intermediate (I), Proficient(P), Advanced(A)

PROGRAMMING LANGUAGES

C/C++ (A), C# (P-A), Java(P), J2EE (I), Python (I-P), Assembly (A), GLSL(P), HLSL(P), Perl (P), Javascript (I), PHP (B-I), Ruby (B-I), Scala (I)

CONCEPTS

Parallel and Multithreaded Programming (P), Reverse Engineering (I), DevOps (I)

TECHNOLOGIES

CUDA (P), OpenGL(P), WebGL(P), UWP(P), .Net (P), Win32 (I-P), Qt (P), Swing (P), Ruby-on-Rails (B-I), Xamarin (P)

TOOLS

Visual Studio (A), Eclipse (P), Git (A), SVN, Perforce (A), Jenkins (B), Docker (B), Vagrant (B), Unreal Engine 4 (P), Unity (P), Photoshop (P), Zbrush (I), Maya (I)

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. (HSLS, 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