

# Bogdan Enache

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## EDUCATION

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**University of Illinois** Urbana-Champaign, IL  
*Master of Science in Computer Science*, December 2018

**University of Illinois** Urbana-Champaign, IL  
*Bachelor of Science in Computer Science*, December 2018 GPA 3.99  
*James Scholar*

## EXPERIENCE

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**Pure Storage** Mountain View, CA  
*Software Engineer Intern* May 2017 - August 2017

- Implemented a Docker graph driver that uses FlashArray as the backing store for container images
- Reduced download+run time for the Ubuntu container from five seconds to one second
- Worked on the project with one other intern, worked in a team with three full-time engineers
- Used Go, Docker, Git, and interfaced with FlashArray
- Practiced agile software development

## SKILLS

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*Best Languages:* C++, Python, Go  
*Familiar Languages:* C, Java, CUDA, OpenCL, HTML, CSS  
*Libraries:* STL, SDL, NumPy, SciPy

## PROJECTS

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**Senior Thesis Project - Grudge**

- Grudge is a high-order, parallel Discontinuous Galerkin solver for partial differential equations
- Implemented new models and converted legacy code to the new framework
- Used OpenCL, Python and Math

**CS 296-41 Group Project - Gravity**

- Game used C++ with SDL and featured multithreading and networking
- Responsible for physics and most of the game play
- Worked in a team with two other classmates

## COMPETITIONS WON

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CS 241 Malloc CS 233 Spimbot CS 296-25 Container