

Bogdan Enache

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EDUCATION

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

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

- Implemented a Docker graph driver using 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, as part of a team with three full-time engineers
- Used Go, Docker, Git, and interfaced with FlashArray
- Practiced agile software development

SKILLS

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

PROJECTS

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

COMPETITIONS WON

CS 241 Malloc

CS 233 Spimbot

CS 296-25 Container