

# 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 3.98  
*James Scholar*

## EXPERIENCE

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**University of Illinois** Urbana-Champaign, IL  
*Research Assistant* May 2016 - Present

- Implemented the Friends of Friends clustering algorithm
- Used C++ in the Charm++ parallel programming system
- Understood and augmented existing code base

**State Farm** Champaign, IL  
*Systems/IT Intern* May 2016 - August 2016

- Developed technology to improve the insurance agent training process
- Worked in a team with three other interns and a full-time supervisor
- Used Python Flask, HTML, and CSS

## SKILLS

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*Best Languages:* C++, Python  
*Familiar Languages:* C, Java, CUDA, HTML, CSS  
*Libraries:* STL, SDL, NumPy, SciPy  
*Operating Systems:* Linux, Windows  
*Version Control:* Git, Subversion

## PROJECTS

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**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

## COURSES

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CS 473 Theory II	CS 483 Applied Parallel Programming
CS 450 Numerical Analysis	CS 484 Parallel Programming

## AWARDS & HONORS

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Competitions Won:

CS 241 Malloc	CS 233 Spimbot	CS 296-25 Container
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