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 3.98
James Scholar

EXPERIENCE

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 in conjunction with testing, code reviews, etc.

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 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

CS 241 Malloc   CS 233 Spimbot   CS 296-25 Container