

# Bogdan Enache

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## ***SUMMARY***

Pursuing a B.S. in Computer Science, enrolled at the University of Illinois at Urbana-Champaign as a junior (by degree progression). Experience with a variety of languages and programming paradigms, Linux system administration, as well as proper programming style. Background includes leadership skills and at least seven classes worth of programming experience. Hard working and able to learn new skills quickly.

## ***EDUCATION***

- ◆ Bachelor of Engineering in Computer Science, Expected Graduation: May 2018  
University of Illinois at Urbana-Champaign (cumulative GPA - 4.0)
- ◆ High School Diploma, 2014  
Hempfield Area High School (GPA - 4.0)

## ***SKILLS***

- ◆ Languages:
  - Most experience: C++, Python
  - About one classes' worth of experience: C#, C, Java
- ◆ Operating Systems: Linux, Windows
- ◆ Version Control: Git, Svn

## ***RELEVANT EXPERIENCE***

- ◆ CS 296-41 Group Project - Gravity
  - Worked in a team to make a systems-oriented project
  - Responsible for most of the core physics and game play
  - Used C++ with SDL to make a "Two Dimensional Arcade Multiplayer Orbital Space Shooter".
- ◆ Personal Website - [enacheb.github.io](https://enacheb.github.io)
  - Used latest standards and frameworks to make an appealing and responsive website
  - Used Bootstrap in conjunction with Javascript, HTML, and CSS
- ◆ CS 196 Group Project - Rogue
  - Lead a team of 11 classmates in collaboratively making a game
  - Responsible for game idea and general architecture
  - Used the Unity Engine, C# as the language of choice, and Git as version control

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## ***EXTRACURRICULAR ACTIVITIES***

- ◆ I like to take free online classes at the likes of Coursera during breaks
  - Took classes on GPU computing, finance, programming in new languages, etc.
- ◆ Member of Financial Engineering Club
  - Go to talks and presentations about algorithmic and high frequency trading, sometimes we get to play around with a market simulator

## ***AWARDS / HONORS***

- ◆ National Merit Finalist
- ◆ James Scholar at UIUC
- ◆ Winner of CS 241 Malloc Competition
- ◆ Winner of CS 233 Spimbot Competition
- ◆ Winner of CS 296-25 Container Competition