

# 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 eight classes worth of programming experience. Hard working and able to learn 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++
  - Familiar with: C, Java, Python
  - Dabbled in: CUDA, OpenCL
- ◆ Operating Systems: Linux, Windows
- ◆ Version Control: Git, Subversion

## ***PROJECTS***

- ◆ CS 296-41 Group Project - Gravity
  - Used C++ with SDL in a team of three to make a systems-oriented "Two Dimensional Arcade Multiplayer Orbital Space Shooter".
  - Responsible for most of the core physics and game play
- ◆ CS 196 Group Project - Rogue
  - Used the Unity Engine, C#, and Git in a team of eleven
  - Responsible for game idea and general architecture

## ***RELEVANT COURSEWORK***

- ◆ CS 241 Systems Programming
- ◆ CS 242 Programming Studio
- ◆ CS 484 Parallel Programming
- ◆ CS 473 Theory II

## ***AWARDS / HONORS***

- ◆ National Merit Finalist
- ◆ James Scholar at UIUC
- ◆ Competitions won:
  - CS 241 Malloc
  - CS 233 Spimbot
  - CS 296-25 Container