Mr. Laurentiu-Cristian Miscoci

Email Address: laurmscc@gmail.com

GitHub: https://github.com/LaurenRuuyx **Website:** https://laurenmiscoci.vercel.app/

Summary

- Currently working as a **software engineer** on an **Innovate UK Smart grant** project
- Very good understanding of **Java, Python** and **C#,** using these languages in multiple projects
- Experience in **full stack development**, as part of **work experience** or **personal projects**
- Experience working with **Unix based Operating Systems**, **terminal**, **bash scripts**, etc.
- Good understanding of **libraries** and **APIs**, and using them as part of software solutions
- Knowledge on version control software such as **Git** and **SVN** as part of a team of developers
- Very good understanding of **object-oriented programming** and **software development methodologies**
- An effective **problem solver** who can **think logically**, ensuring **critical thinking** is followed when writing **clean and effective code**
- Great **teamworking and communication** skills, developed through **working in a group setting** for various university projects and in my **part-time / full-time roles**

Education

BSc (Hons) Computer Science with Artificial Intelligence, Brunel University London   **Sept. 2021 to Present**
On track to receiving a 1st class degree

Year 2 Group Project (**A***), Algorithms and their Applications (**A+**), Networks and Operating Systems (**A+**)

Relevant Work Experience

Innovate UK Smart grant project   **October 2024 to Present**
Python Software Developer (Part-Time)

Currently working as a software developer for an **Innovate UK** project which aims to **automate** brick laying construction with the aid of specialised robots. As a developer on this project my responsibilities are:

- Simulate different arrangements of bricks inside **Isaac Sim** using **Python**
- Extraction of **3D point cloud data** from the simulations created
- Produce a piece of software that can **detect** each individual brick and its **XYZ location and rotation**
- **Document** the process and ensure compatibility between the detection code and the robot code

Feral Interactive Ltd.   **July 2023 to July 2024**
Full Stack / Internal Tools Developer (Full-Time Placement)

As part of my degree I decided to take a placement year working as a **full stack developer** at **Feral Interactive Ltd**, a games company based in **London**. My responsibilities involved:

- The development of **new features** in already existing applications, both on the **back-end** (**Java**, **Rest API**) and **front-end** side (**JavaScript**, **HTML**, **SCSS**)
- The **maintenance** of existing applications that I was responsible for, including trouble shooting in the event that a server goes down, or refactoring code to accommodate changes done to dependencies of that application (**Internal/External APIs**, etc)
- Get accustomed to the best practices of the department when it comes to **naming conventions**, **code structure**, and overall **code quality**
- Setting up internal test servers for new applications that come out (**Unix based OS**)

Front End Senior Developer (Part-Time)

Worked as part of the senior development team to create an application that is able to calculate hospital costs and risks for a variety of procedures based on statistical metrics. My responsibilities were:

- Onboard new developers to the project and teach them about the internal workings of the software, with a heavy focus on **React** and **AWS APIs**
- Manage a small group of junior developers that were on my team. This included **reviewing** and **approving their commit and merge requests**, **providing feedback** on solutions they created, **distributing tasks**, etc.
- Present the progress on all the current tasks to the management team once a week
- Develop code and meet the deadlines set for the project by the product owner

Brunel University London, Uxbridge, Middlesex   **Sept. 2022 to April 2023**
Associate Teaching Assistant (Part-Time)

Worked as an **Associate Teaching Assistant** for the **Computer Science Department** at **Brunel University London**. This job gave me an opportunity to:

- Develop my **teaching and verbal communication skills** by aiding students with different tasks
- Show **good time management and punctuality,** by always being on time for work
- **Adapt my teaching methods,** instructing students **in a way** that **suits them best**
- Demonstrate **teamwork skills,** working as part of a team of assistants and lecturers

Project Work

Some of the more notable personal projects I have worked on, some of which are public on my GitHub page, are:

Full Stack Development

- **EasyGreen**, a website that aims to **better recycling** by having centres **in every TFL station in London**, done as part of the Second Year Group Project (**Java** and **React**)
- Personal website (**React**, **CSS**)

Game development

- **Python** video game using the **PyGame** library called **Demon Samurai**, where the player has to make their way through multiple levels as fast as possible to achieve the high score
- **C#** and **Unity** platformer video game, with levels of increasing difficulty and a boss fight on the final level, featuring animations, sounds, voice acting, etc

Currently in development (Machine Learning)

- **EEG waves classification** with a Muse 2 Headband, with the purpose of navigating certain applications such as social media apps or games this device, using **Python, SkLearn, NumPy**. A game in **C#** and **Unity** will also be created for this project to test the capabilities of the solution

Interests

One of my favourite things that I am very interested in is music. I am a very big consumer of it, listening to it for hours every day, which also inspired me to pick up learning the guitar and piano in recent times.

References

Available on request