

SEPTIMIU POP

PERSONAL

- 4+ years of software development experience using mostly OO languages like C++, Java and Python
- Hands-on experience with agile processes, incremental delivery and best software engineering practices for writing and maintaining a clean codebase
- Preferred developing environment is Unix/Linux, including basic sys-admin and scripting (shell).

EDUCATION

(2018 – 2021) **BCs Computer Science (Artificial Intelligence), King's College London. (2:1)**

- Worked with a variety of tools and technologies (*Linux OS, Unix, Git, Docker, Kanban*) and utilized numerous software engineering practices when creating and maintaining projects (*Scrum, TDD, CI/CD*)
- Good hands-on knowledge in working with concurrency in java (multi-threaded and asynchronous code)

(2014 – 2018) **Mathematics and Computer Science, Andrei Saguna National College, Romania. (9.1/10)**

EXPERIENCE

(University Projects)

(Oct. 2020 – Apr. 2021) **Game Engine (Desktop App, C++):** [Code](#)

- Created a layered architecture similar to other modern popular frameworks like Unity and Game Maker Studio 2 under an agile process
- Effectively applied game design patterns and data structures (like ECS, game loop, state, singleton) for a cleaner and more scalable architecture
- Successfully distributed the application for both Windows and Linux machines

(Oct. – Dec. 2019) **Chess Society (Website, LAMP stack):**

- Worked as a full stack developer on the pages communicating with the server
- Introduced different security features and created a log in page for users
- Setup the team's Apache web server and MySQL database
- Coordinated effectively a team of 5 members with skills in engineering under an Agile process
- Learned to successfully provide quality work while on a tight deadline

(Work Experience)

(Feb. – Mar. 2020) **Mappin Technologies (Desktop App, Java/ JavaFX):**

- Used interpersonal skills when working with the client in order to derive a set of requirements
- Implemented and tested the data manipulation capabilities under a TDD process
- Successfully collaborated with various team members from a diverse ethnical background in order to integrate our work on the final product

(Jan. 2022 – now) **Jpeg City (Website, Blockchain):** [Website](#)

Jpeg City is a real-world utility project on Elrond Blockchain to promote travel in the cities as we know them today, using handmade NFTs as building blocks. My role in this team is to create the landing page, and in the future, to build a decentralized app on Elrond that gives rewards to tourists and owners of the respective city NFT.

TECHNOLOGY SKILLS

- **Programming/Languages:** OOP, C++, Java, Python, JavaScript, Web stack
- **Tools and technologies:** Git, Unix Terminal, Visual Studio, Docker
- **Operating systems:** Unix/Linux, Windows