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SEPTIMIU POP

EDUCATION

(2018 – 2021) **BCs Computer Science (Artificial Intelligence), King's College London**
Modules include: Mathematical background and optimization methods in computer science
- Problem solving skills developed by working through some of the more famous computer science questions
- Solid data analysis skills from various projects involving machine learning

(2014 – 2018) **Mathematics and Computer Science, Andrei Saguna National College, Romania**
Baccalaureate grade: 91/100

EXPERIENCE

(University Projects)

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

This was my final year project aimed at creating an in-house game engine with a game demo.
- Learned to effectively research a novel domain and successfully apply my knowledge in practice.
- Consolidated my C++ programming skills and worked on understanding the compilation process with the goal of distributing the application to multiple platforms
- Gained experience on designing and building large scale applications

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

Worked for Mappin Technologies to create a data wrangling tool for maps.
- Used interpersonal skills when working with the client in order to derive a set of requirements
- Implemented and tested the data manipulation capabilities of the tool as a back-end developer
- Successfully collaborated with various team members from a diverse ethnical background in order to integrate our work on the final product
- Took the initiative to create a logo to represent the team's image

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

This was a group project for building the web application of an imaginary chess society.
- Received on-the-job training for Linux and learned to setup an Apache web server and MySQL database
- Coordinated effectively a team of 5 members with skills in engineering under an agile process
- 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
- Learned to successfully provide quality work while on a tight deadline

(Personal Projects)

(Jun. – Aug. 2021) **Game of Life (Desktop App, C++): [Code](#)**

This is a personal project aimed at recreating John Conway's famous cellular automaton. I adopted a continuous development process and created interactive interface, displaying the simulation for desktop users.

PROGRAMMING LANGUAGES

- C++, Java, Python (**Core**)
- Bash, JavaScript, PHP, HTML/CSS (**Proficient**)
- C#, Scala, Haskell, Assembly (**Familiar)**

TOOLS & TECHNOLOGIES

- Linux OS & Unix Terminal
- Network Administrator
- Git & GitHub
- Unity Engine, GameMaker Studio Engine