Dănilă, Petrișor-Alexandru

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Date of birth: 15.04.1985

Profile:

Software engineering master's graduate, with experience in procedural and object oriented programming, especially using C++, C and the Qt4 toolkit.

I'm interested especially in developing applications with an important algorithmic component, and which may have scalability requirements, developed in languages such as C++, Python, Haskell.

Technical competencies

Programming:
- C++ (2 years with Qt 4)
- C
- Python
- Haskell
- C#, Java

Operating system use: Linux (Debian, SUSE), Windows (XP, Server 2003)
Scripting: Bash

Professional experience

August. 2014 – present   Gameloft, Bucharest
C++, Python programmer

- Dev lead in the QA automation project
  - Design and program the C++/Qt5 tool which collects data for quality assurance

- Developer in the Android team:
  - Worked on porting Age of Sparta from iOS to Android (project integration)
  - Android build system maintenance

- Member of the crisis squad:
  - Implemented server-side security in World at Arms (Python)
  - Evaluated and fixed problems in the networking side of Immortal Odyssey

Feb. 2014 – May 2014   Continental, Timișoara – project based contractor on behalf
QML, C++ programmer   of Luxoft Bucharest

- Developed/improved automobile Human Machine Interface applications using Qt Quick and QML:
  - Rewrote visibility conditions of the application's visual elements from imperative to declarative, to enable animations of each of them
  - Bug fixing and component upgrades management

Jul. 2011 – Nov. 2013   Ixia, Bucharest
C,C++,C# programmer

- Developer in the Ixia Virtual Machine simulator project (C++, C, POSIX, kernel modules). I acted as the multi-platform person in the team.
  - Implemented Linux ioctls for serialising Ixia network packet definitions
  - Modified Libvirt and libvirtc application model to work with many network interfaces
  - Implemented the resource accounting part of the VM simulator

- Developer in the IxAnalyzer team (C++, C#):
  - Expanded the Ixia packet capture agent to use circular buffers and mark lost packets
  - Expanded the capture agent and desktop application to support reconnection
  - Helped a junior accommodate with work on IxAnalyzer

- Developer in the Log Collector team (C, Python, C#).
  - Multi-threaded the Python component to improve performance and stability
  - Offered support on Linux related issues to the team specialised in Windows development
  - Stabilised the log collector on server side: write test programs that triggered all log collector functionality, triggered performance limitations and also acted as documentation for all features

Nov. 2009 – Jul. 2011   Misys TCM, Bucharest
C++,C# programmer

- Developer in the Summit Multiplatform project.
  During this project we ported Summit applications, previously running on Solaris 32 bit/SPARC32 and Windows 32 bit/X86, to also run on Solaris 64 bit/SPARC64, Linux 64 bit/X86-64 and Windows 64 bit/X86-64.
  - Modified the build system to compile Summit, which included:
    - modified all build scripts to accommodate the new platforms
    - compiler flags and linker flags
    - options to cleanly exclude from build 3rd party software without multiplatform support
    - dealing with GNU ld quirks
  - Fixed pointer arithmetic to run on all platforms
  - Fixed memory corruptions that did not trigger wrong behaviour on 32 bit platforms
  - Dealt with performance problems: alignment and process model

- Developer in the Summit Architecture team:
  - Implemented new features in Java, C++ and C#
  - Integrated projects to/from different releases

Feb. 2008 – Aug. 2008   Movidia, Timişoara
C++,assembly programmer

- Evaluated the Movidia VLIW hardware architecture: analysed which sets of instructions could be hardware implemented, based on the needs of standard physics algorithms
- Implemented parts of the Movidia assembler (C++); among them, the mathematical expression evaluator.

Jul. 2007 – Sep. 2007   Freescale Romania, Bucharest
Student intern in the CodeTEST team

- Improved the CodeTEST build system with heuristics to guess correspondence between release versions (Python, Bash and Perl programming)

Oct. 2004 – Oct. 2005   AIESEC, Timişoara
Volunteer in the sales team

- Member in the team establishing relations between AIESEC and IT companies in Timişoara

Education

2008 - 2009   International School for Informatics, Hagenberg, Austria

Master of software engineering
Thesis with the title "Enhancing 3D Modeling Software for Inline Quality Control"

2004 - 2008   Mathematics and Computer Science college
West University of Timişoara

Bachelor of Computer Science
Thesis with the title "Indexer - developing a desktop search engine"

Foreign languages

English – advanced
French – average