# Ojica Alexandru-Nicolae

Student • TU Delft Computer Science and Engineering

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## EDUCATION

**TU DELFT (TECHNISCHE UNIVERSITEIT DELFT)** | B.S. in Computer Science and Engineering
Currently in my second year, Expected to graduate June 2024 | Delft, the Netherlands

- 1st Year Course Highlights: Object Oriented Programming, Algorithms and Data Structures, Information and Data Management, Software Quality and Testing
- 2nd Year Course Highlights: Machine Learning, Big Data Processing, Algorithm Design, Data Mining, Software Engineering Methods, Computational Intelligence
- Average grade: 7.8 with 60/60 EC acquired in my first year

## EXPERIENCE

**BITDEFENDER** | Junior Software Engineer
Jul 2022 - Present | Cluj-Napoca, Romania/Remote
Cloud Security Analytics

- Worked on a security events streaming platform. It's role is to detect and block attacks and vulnerabilities in cloud and business infrastructure.
- I was assigned various tasks that ranged from implementing programs that process audit logs to programs that check if an environment is set up according to the CIS and PCI-DSS Compliance rules using Java, Python and Apache Flink, so far having developed compliance rules for about 20% of the PCI-DSS package on Azure.

## SKILLS

**PROGRAMMING LANGUAGES**
- Java, Python, C/C++, C#, x86 ASSEMBLY, SQL, JavaScript

**VERY FAMILIAR WITH**
- Apache Flink, Apache Kafka, Spring Boot, JavaFX, Git, NodeJS
- Algorithms & Data Structures, OOP concepts, Software Engineering Methods

**RELATIONAL SKILLS**
- Great team worker, great communication, organizational and decision making skills, good at conflict defusing in a group, completely capable of working in a diverse team

## PROJECTS

**OBJECT-ORIENTED PROGRAMMING PROJECT** | TU Delft, February 2022 - April 2022

- Developed a Full-Stack Quiz Game to raise awareness on energy consumption following SCRUM principles
- Designed and Implemented the project from scratch in a team of 6 people going through all stages of production: design, prototyping, heuristic evaluation and test-driven development using Spring Boot and JavaFX.
- I mostly contributed with implementing the communication between frontend and backend using rest api and websockets and testing the game(unit and system tests).
- The project repository can be found here.

**ROBOT SOFTWARE PROGRAMMING** | "Petru Rareș" National College Robotics Club, 2018 – 2021

- I lead a team that programmed in Java a driver-controlled mode and an autonomous mode for the robot using libraries given by the contest staff.
- Managed to get sponsored by BRD-Group Societe Generale bank and Endava

## CONTESTS

**INTERNATIONAL**

- Participated, International Informatics Olympiad for Teams |2019

**DOMESTIC**

- Rank 7, Mention Regional Olympiad of Informatics |2019
- 5th place out of 200 teams, Qualcomm & BRD First Tech Challenge Romania |2019