Alin Dragut

Automatică și Calculatoare, UPB
Licență anul 4

Cursuri preferate: **Programare orientata obiect, Introducere in organizarea calculatoarelor si limbaje de asamblare, Protocoale de comunicatii, Sisteme de operare, Elemente de grafica pe calculator, Retele locale, Structuri de date, Metode numerice**

Media pe ultimul an: **8,70**

Aptitudini

AI, ML, git, data structures, algorithms, bash, java, windows, linux, multithreading, python, sql, mpi, prolog, c++, teamwork, c, haskel, matlab, vhdl, object oriented design, agile, sockets

Limbi străine

Engleza, Franceza

Pasiuni

Fitness, Gaming

EDUCAȚIE

2016 - Prezent
UPB
Specializarea: Automatica si Calculatoare

EXPERIENȚĂ

2019

Gameplay programmer @ Ubisoft

PROIECTE ȘI ACTIVITĂȚI EXTRAȘCOLARE

2019

Hamstermind (ongoing)

Android multiplayer platformer game developed in Unity, in which you are a hamster that tries to get to his precious peanut. There will be multiple game modes, in which you can either cooperate with your friends, or race against them. This project came as a team assignment for a software engineering class, having to use Agile software development.

2018

Obj parser

A parser written in lex that extracts numerous information about .obj files, such as: number of objects, object name, position, number of vertices, normals, faces, textures and many others.

2018

Miners and the sleepy wizards

A multithreaded implementation written in Java of an application that is very similar to bitcoin mining (miners have to solve “rooms”, meaning that they have to hash a string, which are then verified by one of the wizards that are not sleeping), where I had to solve the synchronization problem using semaphores and locks.

2018

New Vegas

A procedural city generator written in a C++ framework based on OpenGL.

2018

Optical character recognition

C++ implementation of a decision tree forest for classifying scanned images of text to electronic text.

2018

ER Simulator

Java program for simulating a real life emergency room. There are multiple entities, such as patients, doctors, nurses, the purpose of the program being the evaluation of a patient's severity in his current state and sending him through specific stages (Triage, Examination, Investigation). The pacient can then be treated, operated, hospitalized etc. The program had to implement some design patterns, and the ones I chose were: Observer, Visitor, Singleton and Factory.

2017

Textract 2017 hackathon

We had to develop a program using ML algorithms for pdf table recognition and extraction.