

ANTON PUIU

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EDUCATION

University Politehnica of Bucharest

2025

Bachelor in Computers and Information Technology

EXPERIENCE

C++ Internship, [Thales Group](#)

July 2022 - September 2022

C++ Internship, [Societe Generale Global Solution Centre](#)

January 2023 - July 2023

PROJECTS

C++ Game engine with Python C++, Python, CMake, [pybind11](#), [imgui](#)

[github](#)

- Developed a bridge between C++ defined classes and python interpreter in order to make python a scripting language for this game engine, along with a text editor. The purpose is to port the whole engine to web assembly, using [emscripten](#).
- Any data operations are happening in C++ defined functions, thus it is possible to achieve high performance.
- Using python as scripting language increases productivity.

Standard IO Library C

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- Created a **SO_FILE** data structure in order to create a wrapper over the system calls of Linux operating system.
- The data is first stored in the **SO_FILE** buffer and then used by functions like *so_fgetc*, *so_fputc*, *so_fread*, *so_fwrite*.
- The purpose of this library was to understand the buffering mechanism.

Kernel Surveillant C

[notabug](#)

- Built a **kernel module** in order to trace the system calls conducted by a specific application.
- The interface used in order to insert or remove a process from the tracer kernel module is *ioctl*.
- Used the *function_tracer_update* calls combined with the *offsetof* function, in order to increase the modularity of the code.

Matrix multiplication C

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- Developed five variants of the same matrix equation, in order to study the optimizations impact.

SKILLS

Programming Languages

C/C++, Python([Selenium](#)), Matlab/Octave, Bash

Tools

Git, SVN, Make, CMake

Languages

Romanian, English