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Bucharest / Ramnicu Valcea,
Romania



github.com/bogdan9926

SKILLS

C/C++



Multithreading



Java



Kotlin



OOP



Grails



Spring



LANGUAGES

Romanian

Native or Bilingual Proficiency

English

Full Professional Proficiency

German

Elementary Proficiency

HOBBIES

History

Metal detecting

Archeology

Video games

Travelling

Bogdan Popescu

Software Engineer

Year 4, currently pursuing my Bachelor's degree in Computer Science at the University POLITEHNICA of Bucharest, Romania.

EDUCATION

Faculty of Automatic Control and Computers

University Politehnica of Bucharest

09/2018 - Present

- Computer Science and Information Technology, Bachelor's Degree

Mathematics and Informatics

National College "Mircea cel Batran"

09/2014 - 06/2018

Ramnicu Valcea

WORK/VOLUNTEER EXPERIENCE

Software Engineer

Viva Credit IFN S.A.

07/2021 - Present

Company specialized in quick loans, 100% online

Bucharest

- Worked on frontend and backend using Grails framework, on the company's apps (webpage, portal, jobs) for various issues
- Worked on a fast search of customers in AML sanctions lists, using Lucene
- Created a labelling system for customers, significantly reducing time and work done by the call center

Contact: Viorel Stan, Co-Founder & President - <https://www.linkedin.com/in/viorelbstan/>

Member

MLSA (Microsoft Learn Student Ambassadors)

10/2019 - Present

I chose a path (Game Development) to focus on

- I created a project using Microsoft techniques
- I held an internal presentation about Augmented Reality
- I held a workshop about Augmented Reality using Unity and Vuforia Engine:
<https://www.facebook.com/events/1261254340901609/>

Senior Member

LSAC (Student League of the Faculty of Automatic Control and Computers)

10/2018 - 11/2019

As a member of LSAC, I had to work together with a team, in order to organise different events for students.

- Volunteer in organising the Freshman's Prom.
- Volunteer in organising a LAN Party.
- Created a possible event that could have been made.

PERSONAL PROJECTS

Preprocessor-for-C (03/2021)

- The project involves implementing a subset of C-specific preprocessing directives: #define, #include, #if, #elseif (as #elif), #else, #endif, #ifdef, #ifndef, #undef

Traffic Simulator (11/2020)

- The project consists of different traffic situations that need to be solved using various synchronization techniques
- The project was developed using parallel programming in Java

HTTP_Client (05/2020)

- The client, written in C++, is made to interact via http with an online library that is a server. It allows the user to register, login, add/get/delete books from the server.
- For transmitting information from client to server I used JWT tokens, and for decoding the information from the payload from the server I used nlohmann/json.

Chess Bot (01/2020 - 02/2020)

- A chess bot made in Java, in a team of 2., using Xboard
- <https://github.com/SexySparrow/Chess-Bot>