Bogdan Pozderca
Computer Science & Engineering

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Education

Michigan State University — East Lansing, MI
B.S. Computer Science & Engineering
B.S. Genomics & Molecular Genetics
May 2018

Portfolio

https bogdan.pozderca.com
in/bogdanpozderca
bogdanpozderca
bogsetafire

Work Experience

Yello — Chicago, IL
Software Engineer — Sept 2017 - Present
Software Engineer Intern — May 2017 - Aug 2017
- Full-stack development building enterprise SaaS applications using Ruby on Rails and React, with an emphasis on continuous improvement, code quality, proper security, and scalability. Involved in the contributing to user interface and server feature development for Yello's flagship application, Yello Enterprise.

Matrix: Center for Digital Humanities & Social Sciences — East Lansing, MI
Senior Student Full-stack Developer — Aug 2016 - Present
Website Development Intern — May 2016 - Aug 2016
Student Full-stack Developer — Dec 2014 - May 2016
- Development of Mbira, a platform to build, serve, and manage web-based and native mobile heritage experiences. Additionally responsible for aiding in the creation and maintenance of online digital resources. Development tools include PHP, MySQL, SCSS, JS, and Angular.JS.

Blue Medora Inc. — Grand Rapids, MI
Software Engineer Intern — May 2015 - Aug 2015
- Developed & tested cloud system and performance management packs for VMware vRealize. Worked on adding features to the software responsible for monitoring, reporting, and analyzing large software applications. Additionally helped create management extensions developed in Java, C++, C#, and JRuby.

Personal Projects

SpartaHack API — May 2016 - Present
Content Management Endpoint
Designed as a solution to yearly team turnover and changing developer tool stacks. This api serves as an endpoint for user registration, authentication, and application processing as well as managing content for mobile applications and website regardless of their tool stack.

Embedded Emulation — May 2016 - Present
Game System Emulation
By modifying a Playstation 3 controller to also supply power to a Raspberry Pi Zero, it was possible to embed the Pi inside the controller and emulate SNES, NES, Gameboy, and N64 Games using the buttons of the controller. This essentially created a plug and play console.

SpartaHack 2016 — Mar 2015 - Feb 2016
16.spartahack.com
Designed the server to handle user registration and authentication, as well as application processing. In addition, developed the front end using assets and wireframes created by the design team and myself.

Audiolyze — Aug 2014 - Present
Music Analytics Website
Using Facebook's Graph API, gathered music data to calculate statistics and design a stacked area chart representing a user's music preferences for data visualization.

Hackathons

WildHacks 2015 - Tactile. (Best Data Visualization) — Nov 2015
Data Visualizations for the Blind Community
The project was a hardware solution for allowing visually impaired people to visualize data. Tactile translates the graphs displayed on a screen into tangible movements to be used to gain a better understanding of the data. The project was presented by & run on a Node.js server on an Intel Edison.

BoilerMake 2015 - Web Roast. (Top Ten Finalist) — Oct 2015
Platform Neutral Feedback Utility
Developed a Google Chrome extension to allow users to critique the content of a webpage and convey it to the developers or others.

Hack the Planet - Cash Only — Aug 2015
Peer 2 Peer ATM Application
Developed an application using the Venmo payment API to connect people with cash to people that need cash to avoid atm fees.

Hobbies & Interests

Fitness   Hockey   Piano   </> Coding

Knowledge

Relevent Classes	Frameworks	
Comp. Organization	Angular.JS	
Comp. Architecture	CakePHP	
Data Structures & Algorithms	jQuery	
	jRuby	
Software Design	Ruby on Rails	
	SCSS	

Linguistic Fluency
Romanian
French

Adobe Illustrator
HTML5/CSS3
JavaScript
mySQL
Python
Ruby
Swift
Java
PHP
C++
C

Leadership, Honors, & Activities

Michigan State AutoDrive — Sept 2017 - Present
Team Member
Collaborating with a team of 20 individuals to design and demonstrate a full autonomous driving passenger vehicle in the SAE International AutoDrive Challenge. Involved in the Simultaneous Localization and Mapping aspect of the project.

Spartan Hackers — Dec 2014 - Dec 2016
President
Lead an 11-member team responsible for planning inspiring workshops, tech talks, small hackathons, and hackathon trips to encourage the MSU Computer Science community to learn and developoutside of the classroom.

SpartaHack 2016, 2017 — May 2015 - Aug 2017
Director of Technology, Webmaster
Responsible for leading a team of 10 developers in building the mobile and web applications using Agile methodologies for SpartaHack, a 700 person hackathon.

Women in Computing — Oct 2014 - Present
Member
Attend weekly meetings about the inclusion and advancement of women in the computer science field.

Tutoring — Aug 2010 - Present
Private Tutor
Computer Science Topics, Python, C++, Ruby

Best Data Visualization
Tactile
WildHacks 2015

Most Socially Innovative
Tactile
WildHacks 2015

Staff Pick, DevPost
Cash Only
Hack the Planet 2015

Top Ten
Web Roast
Boilermake 2015