DIGORI GHEORGHE

SERVER/DESKTOP SUPPORT ENGINEER - GENPACT -> INTEL

Age 22 from Bucuresti, not married

Contact details

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Sector 6

Professional objective

I want to be part of the success in an environment of growth and excellence.

Professional experience

Experience by departments

Client Service / Call Center: **3 months**
Alimentation: **4 months**
IT Hardware : **9 months**

Jun 2017 - present

9 months

Server/Desktop Support Engineer - Genpact -> Intel

Bucharest | IT Hardware | IT / Telecom

Working at Genpact Romania on Intel account as a Server/Desktop Support Engineer RUSSIAN/ENGLISH. Intel technical products support for Russian speaking countries(Russia + CIS).

Linux **Salesforce** **english** **hardware and software troubleshooting** **good comunication skills** **russian language** **spredfast tool**

Jun 2016 - Sep 2016

4 months

Cook - Jack Sprat

ABROAD | Alimentation | Food and Drinks

Anchorage, Alaska

Feb 2016 - Apr 2016

3 months

Operator - Millward Brown

Bucharest | Client Service / Call Center | Call-Center / BPO

Education

2015 - present

Bachelor's degree - University Politehnica of Bucharest

Computer Science | Bucharest

2011 - 2015

High School / Vocational school - National College ,,G.Ibraileanu"

Natural Science | Iasi

Skills

General skills

Hardware knowledge | Punctuality | seriousity | Java | C | Assembly language | Linux | Verilog | Internet protocols | Stress resistance

Mathlab | C++ | data structures and algorithms | Networking | parallel and distributed algorithms | Cisco Packet Tracer | computer graphics

Skills from work experience

Linux | Salesforce | english | hardware and software troubleshooting | good comunication skills | russian language | spredfast tool

Foreign languages

Russian - Advanced , Romanian - Advanced , French - Medium , English - Advanced

Other info

Projects

Image processing using MPI

period Jan 2018 - Jan 2018

Applying filters (sobel, mean_removal) at pixel level on a set of images using MPI processes modeled in a tree topology.

Mini Database Engine in JAVA

period Dec 2017 - Dec 2017

The project is written in JAVA language and presents the implementation of a minimalist database management software to be used by multi-threading technology.

ATM Simulation in C++

period Apr 2017 - Apr 2017

In this project I wrote the server and the client a program that simulates the behavior of an ATM using the TCP and UDP communication protocols. The program simulates behavior of an ATM supports a set of banking operations having a database as an input file.

Mini-Kermit Internet Protocol

period Mar 2017 - Mar 2017

As part of this project, which also represents a course homework in Communications Protocols, I have implemented the sender and receiver of a start-stop transmission prototype that has a Kermit structure and functionality. The protocol was implemented in C language.

Supermarket application in Java

period Jan 2017 - Jan 2017

In this project I implemented a simulation of an e-store in Java language trying to translate a real-life problem into a complex application, I applied the notes studied in the c OOP. In this project, I built up a hierarchy of classes based on a proposed scenario, I used design patterns, implemented a series of data structures using object-oriented programming, and dealt with any possible exceptions.

Spanning Tree Protocol (STP) simulation in C language

period May 2016 - May 2016

I have implemented in C as a program topic Protocol Spanning Tree Protocol that deals with the removal of loops within a network. The program receives a list of network switches, links between switch ports and a series of tasks and displays the corresponding results in the output file. In the program, I used the graph theory and implemente algorithms to scroll and find the shortest path of a graph like Dijkstra.

Identifying objects in the image - in Mathlab

period Apr 2016 - Apr 2016

I have implemented in Mathlab language (Octave) a program that recognizes in a given folder with images, images with certain objects (cats) using image processing algor histogram RGB and HSV.

Game 2048 in C

period Dec 2015 - Dec 2015

I implemented the minimalist game 2048 using C language. At implementation, I used dynamic allocation functions for allocating data and graphics library functions -ncurse

Volunteering

RED CROSS

period Sep 2014 - Jul 2015

Driving license

Category B

acquired on 18 Sep 2013