— Eusebiu Moldovan —

Summary

Final-year Computer Science student at the University of Liverpool with a passion for software engineering. Experienced in applying theoretical knowledge to real-world projects, including a successful summer internship along with other smaller personal projects. Committed to achieving excellence, demonstrated by pursuing such a degree. Eager to contribute innovative solutions to software engineering challenges in a dynamic team environment, but more importantly to learn and grow as I am just starting a career.

Education

University of Liverpool | BSc Computer Science   **09/2021 – Current (2024 Graduation)**
- Pursuing a Bachelor Degree in Computer Science, aiming to finish with First-Class Honours (70% & above) .
- During my studies, I gained extensive knowledge and experience in OOP, data structures, app design, various AI related fields and implementations such as Robotics, Computer Vision, Game Agents etc.

Whitmore High School | A-Levels and GCSEs   **09/2016 – 06/2021**
- Computer Science A   Mathematics B   Physics B   • 7 GCSEs above 6 (B+) including English, Maths & Science

Relevant Experience

Caplin Systems | Summer Internship   **06/2023 – 09/2023**
- Worked with a software company in London, that specialises in making administrative and foreign exchange trading software for banks.
- During the program, me and two other interns were tasked with a dashboard-like project that the company had in mind. This was to be done in react for the front-end, java with spring boot for the back-end, and python for AI bots that would help with analytic tasks and spotting client trends in the trading data.
- Overall, a great learning experience whilst working with them. It was not just about understanding the technologies they use, but how their clients could benefit from our project, how foreign exchange works and more about sales traders and the way banks operate. Those lessons helped when making decisions.

ICPC UK & Ireland | Hackathon   **21/10/2023**
- Took part in a programming contest with another friend of mine. Aim was to solve as many coding problems as possible within the time limit. I look forward to trying similar competitions in the future.

Various Projects   **09/2019 – Current**
- During my time at university, I have worked on multiple projects, personal and in a group, to apply my knowledge and gain experience working on things I find interesting or projects I am assigned.

NCS Projects | Volunteering   **11/2019 – 09/2020**
- I got involved with NCS with some local project ideas early during the pandemic, looking to affect change. We helped and raised money for the local foodbank and worked alongside the local community centre.

Selected Projects

Website Portfolio   **07/2022 – Current**
- A website where I display my projects and work and developed in part to learn more about web development. I constantly update it and looked for features I could try to implement.
- You can find more details about my other projects and endeavours on this website.

Hot Air!   **01/2023 – 05/2023**
- This was a group project during 2nd year at University, consisting of around 6 people. Our idea is to make an interactive game, aimed towards younger kids looking to learn simple arithmetic and maths.
- Developed using C# ad Unity, I improved my coding skills, but also worked on art design, video editing, documentation, testing, and implementing new features (leaderboard, menus, settings, etc.)

FORTUNA   **10/2022 – 11/2022**
- A small game developed for iOS using Xcode. The game is inspired by the Game Show 'Wheel of Fortune' where the player gain points by guessing letters and phrases.
- I was a sole designer and developer on the project. The project's notable features where its leader board saved persistently, and the phrases being randomly picked from a library of JSON files.

Technical Skills

- C#, Java, Python, HTML, CSS, MySQL, Swift, ASM, Git, JSON, XML, R, Unity, Illustrator, DaVinci Resolve, etc.
- UI/UX, Mobile Dev, Animation, Data Structures & Algorithms, Encryption, Digital Art, Video Editing
- English, Romanian – *Professional proficiency and above*