Ștefan-Alexandru Zamfir

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EDUCATION

- **2nd year, Gheorghe Asachi Technical University of Iași** — Iași, Romania
  Engineer's Degree - Computers and Information Technology — *October 2021 - July 2025*
- **Grigore Moisil Computer Science Highschool** — Iași, Romania
  Computer Science specialization — *September 2017 - July 2021*

  I took part in numerous **competitive programming contests** and each year I **finished with perfect 10s** in programming.

SKILLS SUMMARY

- **Languages**:   Python, C++, C, Lua, MatLab, JavaScript, Java, HTML, Assembly
- **Tools**:   Pandas, NumPy, PyTorch, CMake, GIT, SQL, NodeJS, Make, Github Actions
- **Platforms**:   Linux, Web, Windows

WORK EXPERIENCE

- **Software Engineering Internship at Veoneer** — Remote
  C, Automotive — *January 2023 - Present*
  - On the Airbag Safety team.
  - I am maintaining the crash reporting systems.
  - I simulate, debug and fix the sensors of the ECU.

HONORS AND AWARDS

- Amazon Learn & Earn Contest - Object Oriented Programming 1st place - March, 2023
- Amazon Learn & Earn Contest - Data Structures 1st place - June, 2022
- 11th Grade County Phase of the National Contest of Computer Science, 3rd Prize - March, 2019
- 10th Grade County Phase of the National Contest of Computer Science, 2nd Prize - March, 2018
- 9th Grade County Phase of the National Contest of Computer Science, 3rd Prize - March, 2017

PROJECTS

- **punity, Game Engine (November '22)**:
  - This engine won Amazon's Learn and Earn contest and will be presented at my university's Student Scientific Communications Session.
  - Created a scalable, dynamic and extensible way of handling entities for games and simulations using trees.
  - Optimized the algorithms used for collision detection, sprite drawing and layering in order to achieve outstanding performance on a microcontroller.
  - Used C, C++, Python.

- **extremq.github.io, Website Generator (October '21)**:
  - Scalable static HTML blog builder similar to Jekyll.
  - Dynamic parser with templates and recursiveness by default.
  - Allows for complete tweaking and permits custom HTML, JS and CSS for each blog entry.
  - Used Python.

- **#ninja, Game (April '20)**:
  - Online game that hit over 100 concurrent players.
  - Has database storing thousands of user statistics and progress.
  - Asynchronous serving of events, GUI system built from the bottom-up.
  - Used Lua, Python.

VOLUNTEER EXPERIENCE

- **Atelier801 module team member and developer** — Online
  Programming, Game development, Community management — *Jun 2020 - Present*
  - The team members are chosen by the game creators, Atelier801.
  - Allowed and managed games that are available on platform for over a hundred thousand players.
  - Solved several bugs and proposed new API features.
  - Used Lua.