VICTOR PURICE

+31 68-556-3200 ⋄ victorpurice6@gmail.com
Jaagpad 1, 2288AB, Rijswijk, The Netherlands

EDUCATION

Delft University of Technology, Delft, The Netherlands   September 2022 - Present
- B.S Computer Science and Engineering, Honors Programme   GPA: 9.21/10 (Year I)
- Expected Graduation Date: June 2025

Relevant Coursework: Machine Learning, Algorithms and Data Structures, Probability Theory and Statistics, Software Quality and Testing, Computer Networks, Computer Organisation, Computer Graphics, Linear Algebra.

PROGRAMMING AND TECHNICAL SKILLS

- **Programming Languages:** C++, C, Java, Python, JavaScript, x86-64 Assembly.
- **Libraries and Technologies:** SQL, Spring, Git, OpenGL, VHDL, JavaFX, LaTeX.

EXPERIENCE AND EXTRACURRICULAR ACTIVITIES

Jane Street Capital   March 2023
First-Year Trading and Technology Program Participant   London, United Kingdom
- Involved in several trading games and activities, studied Jane Street's innovative trading and technology model.
- Competed in Jane Street's Electronic Trading Challenge, designed an algorithm to trade financial instruments on a simulated market.

Nonprofit Organisation "Momentum"   September 2021 - May 2022
Mentor   Chisinau, Moldova
- Tutored over 50 students in STEM subjects; preparation for national exams in mathematics and informatics.

AWARDS AND ACHIEVEMENTS

- **International Olympiad in Informatics (IOI):** Bronze Medal   2022, 2021
- **International Mathematical Olympiad (IMO):** Honorable Mention   2022
- **ICPC Benelux Algorithmic Programming Contest(BAPC):** Silver Medal   2022
- **ICPC Northwestern Europe Regional Contest(NWERC):** Placed 32nd out of 140 teams.   2022
- **Balkan Olympiad in Informatics (BOI):** Bronze Medal   2021
- **Balkan Mathematical Olympiad (BMO):** Bronze Medal   2021
- **Codeforces:** Achieved Master division; 2256 max. rating, top 0.8% .

PROJECTS

Talio Application   April 2023
Developer   Delft, The Netherlands
- Engineered a task setting application that empowers users to create, customize and connect to task boards with multiple columns.
- Realization through a collaborative environment with fellow students using Agile methodologies during the Object Oriented Programming Project course.

Ray Tracing Application   October 2023
Developer   Delft, The Netherlands
- Designed a ray tracing application utilizing the OpenGL graphics library. Implemented an data structure to optimize the rendering process, resulting in significant acceleration of computational efficiency.

ADDITIONAL SKILLS AND INTERESTS

Languages: fluent in English, Romanian and Russian.
Interests: playing on musical instruments, cycling, chess, boardgames.