Jipa Claudiu

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EDUCATION

University of Essex — Dec 2023
Master of Science in Computer Science

University of Essex — July 2022
Bachelor of Science in Computer Science

EXPERIENCE

Software Developer Intern — Jan 2023 – May 2023
University of Essex — *Colchester, Essex*

- Developed the front-end for a puzzle game using JavaScript, HTML, and CSS
- Designed and implemented a dynamic display for the UI elements of the page and of the puzzle board
- Integrated a fetcher and checker which retrieved new games from the supervisor's puzzle generator

Catering Assistant — Sep 2021 – Oct 2023
Essex Food — *Colchester, Essex*

- Supervised the coffee shop during most weekends ensuring the highest level of service was delivered
- Trained new employees
- Worked in a team with other assistants to complete tasks in a timely manner
- Adapted to work in a fast-paced environment

PROJECTS

Personal Website | *JavaScript, CSS, GitHub Pages, HTML, Git* — jipelski.github.io

- Developed a static website using HTML, CSS and JavaScript and hosted it using GitHub Pages
- Used GitHub API to dynamically load repositories from my personal GitHub into my website
- The static HTML files are created and loaded dynamically using JavaScript
- Used EmailJS to implement message sending behaviour

TurtleBot3 Autonomous Navigation | *Python, ROS2, Gazebo, Turtlebot3, Git* — GitHub Repository

- Developed a PID controller in Python to ensure obstacle avoidance and right edge wall following behaviours for a TurtleBot3 running on the ROS2 operating system
- Developed the same behaviours using fuzzy logic without the use of 3rd party libraries
- Tested both implementations in the Gazebo simulator and in the robotics arena of the university, achieving results that exceeded the objectives

Multiplayer Ball Game | *Java, Socket Programming, JUnit5, Multithreading, Git* — GitHub Repository

- Developed a game hosting server with a tested capacity of 50 clients using java.net.Socket
- Developed a client side program which connects to the existing server using the same library
- Developed listeners for both client and server side programs to properly interpret the changes in the game

Mobile Merger Game | *Java, Android, JUnit5, JSON, SQLite* — GitHub Repository

- Developed a Java-based mobile application consisting of a merger game
- Adhered to OOP concepts to create 5 building units, 12 friendly units, 4 enemy units, and 8 resource units, each having up to 7 levels
- Developed and tested the front end, back end, and data loader

SKILLS

Languages: Java, Kotlin, Python, C++, C#, JavaScript, HTML, CSS, SQL (PostgreSQL, MySQL, SQLite)
Frameworks: .NET, Spring, JUnit, ROS2, React, Mockito
Software: Git, OpenVPN
Libraries: PyTorch, pandas, TensorFlow, OpenCV, scikit-learn, NumPy