Mihai Cosmin Rosu

Computer Science Student

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Education

2020-09 - Current

Bachelor of Science: Computer Science

Faculty of Automatic Control And Computer Science - Bucharest, Romania

- **Expected graduation year: 2024**
- **Average grade in the first three years: 9.41 out of 10.00**
- Relevant coursework: Data Structures (C), Object-Oriented Programming (Java), Algorithm Design, Programming Paradigms (Racket, Haskell, Prolog), Parallel and Distributed Algorithms (C, Java, MPI), Computer Graphics (OpenGL/C++).

Work experience

2023-06 - Current

Verification Engineer

EasyIC Design – Bucharest, Romania

- Learned to perform a complete verification of a **Verilog RTL** including building a **verification environment** and a relevant **metric plan** regarding **coverage** and **checkers** used to test the RTL's functionality.
- Relevant skills: Verilog, SystemVerilog, UVM, Verification Mindset

Relevant Projects

April 2023

Overtime

- Project: https://github.com/mehigh8/overtime
- Developed a 3rd person fast-paced shooter using **Unity Game Engine** for the RGDA Game Development Competition together with 4 other people.
- Finished 3rd in the competition.

May 2022

Halite 2016 Bot

- Project: https://github.com/mehigh8/HaliteBot_FirstForce
- Implemented a **Java** bot based on the Halite starter package. It uses a **greedy** approach to determine the best way to expand on the two dimensional grid by calculating every tile's worth value taking into consideration the current state of the map.
- Finished 4th in the 2022 University competition.

December 2021

Comparison between Hashtable and Treap

- Project: https://github.com/mehigh8/HashtableTreapComparison
- Implemented both **data structures** in **C**, and generated tests of varying sizes.
- Ran said tests on each of them and compared the results to determine which one is more **time efficient** when there are applied various operations such as inserting, removing or modifying.
- Six-page documentation explaining the project step by step.

Extracurricular Activities and Awards

- **Game Development Competitions/Jams**, improved **teamwork** and **critical thinking**, **developed a theme based game** using Unity in 72 hours together with 2/3 other people; 2020,2022
- **Certified with Baccalaureate level by ECDL**, during my last year of high school, 2020
- **Great results in the County Computer Science Olympiad**, Top 30% in 2017, Top 25% in 2018, enhanced my **problem solving** skills.

Skills

- Programming languages:
  - **Intermediate: C, C++, C#, Java, SystemVerilog**
  - Beginner: Racket, Haskell, Prolog, Python, MATLAB, Assembly, Bash, UVM
- Communication languages:
  - **English: Fluent**