

Mihai – Alexandru Ciorobea

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EDUCATION

Polytechnic University of Bucharest 2013-present

- Pursuing a Master's degree in Computer Science (1st year)
- Expected graduation year: 2015

Polytechnic University of Bucharest 2009-2013

- Obtained a Bachelor's degree in Computer Science
- Final GPA: 9.24 out of 10
- Final thesis: 10 out of 10

WORK EXPERIENCE

Adobe

Bucharest, Romania
May 2013 – present



Software Developer

Now I am working in the discovery team, where the whole Digital Publishing workflow is rewritten.

- Java & Spring
- Tomcat + Jetty
- Jax-rs APIs + Jersey
- Amazon Web Services (AWS)
- Git & Jenkins

I am currently working at Digital Publishing Suite. In the analytics zone and on a search product.

- Java & Spring
- Amazon Web Services (AWS)
- Git & Jenkins
- CoralUI & AngularJs

Teacher Assistant

Polytechnic University of Bucharest
February 2013 – May 2013



Algorithms and Design Analysis

I was a teaching assistant at Designing Algorithms at Politehnica University of Bucharest. I worked with Traian Rebedea as course holder. We used algorithms from easy to medium or even hard difficulty. We had algorithms for:

- Searching
- Gaming
- Planning situations

Adobe

Bucharest, Romania
October 2011 – May 2013

**Co-op Student**

Back to School program: as a developer in Business Catalyst team. BC is a all in one product for web-based businesses. It has

- Flexible Content Management
- Powerful eCommerce
- Targeted Email Marketing Customer Database (CRM)
- Blogs & Various Webapps
- Reporting & Analytics

Used:

- C# for the server side
- IIS for web server
- SQL Server
- Cacti for the monitor script

Adobe

Bucharest, Romania
July – October 2011

**Software Engineer Intern**

I worked at Adobe Translation Center. I wrote code for both the frontend and the backend.

Used:

- Java (Maven project) for the server side
- GWT for the frontend part

PERSONAL PROJECTS**Android Cycling App**
2014

I am currently working for an Android app dedicated for cycling application for Android.

Intelligent Code Generation
2013

I have implemented a solution for identifying and extracting structural patterns. This project is used for a big software solution where patterns can be easily found.

Used:

- C#
- Partial compiler for C#

AI and Pattern Detection for extracting the template

I wrote an compiler with all the 4 components

- Parser
- Lexer
- Optimizations
- Code generation

COMPILATOR
2013

Quantum tic-tac-toe
2013

AI engine for Quantum tic-tac-toe player using reward-learning strategies.

Used:

- Java
- Reward-Learning algorithms

Auction application
2013

This was a client-server application for billing and auctions.

Used:

- Java
- Swing

AI for car driving
2011

I have implemented an AI engine together with three classmates. The team won the First-Place of the Faculty Engine Championship.

Used:

Java, algorithms and data structures (BFS, Bresenham's line algorithm, simulating the track)