

# Mihai – Alexandru Ciorobea

---

mihai.ciorobea@gmail.com · 1Mai Street, Bucharest, Romania · 0040730432772

---

## EDUCATION

---

### **Polytechnic University of Bucharest** 2013-present

- Pursuing a Master's degree in Computer Science (1<sup>st</sup> 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**

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

#### **Used:**

- Java & Spring
- Jax-RS & Jersey
- Maven for building
- Amazon Web Service for infrastructure
- Git & Jenkins
- CoralUI & AngularJs

### **Teacher Assistant**

Polytechnic University of  
Bucharest  
February 2013 – May 2013

### **Algorithms and Design Analysis**

I was a teacher assistant, where I had to teach the basic algorithms for Data and Design analysis.

### **Adobe**

Bucharest, Romania  
October 2011 – May 2013

### **Co-op Student**

I worked in Business Catalyst team. I worked from server monitoring to UI components.

#### **Used:**

- C# for the server side
- IIS for web 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****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

**COMPILATOR**

2013

I wrote an compiler with all the 4 components

- Parser
- Lexer
- Optimizations
- Code generation

**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)