Mircea Sorin-Sebastian

🏠 https://mirceasorin.ro   ⬛ /msorins   ✉ mircea.sorin.sebastian@gmail.com   📞 +40 0733 718 351

📚 education

C.N Dr. Ioan Mesota
Diplom de Bacalaureat
2012 - 2016

BABEȘ-BOLYAI UNIVERSITY
B.S Computer Science
2016 - 2019

</> achievements

- Winner of the national contest of IT&C projects InfoEducație (educational project + 24hours hackathon) 2016
- Qualified two times at the National Olympiad in Informatics 2014 & 2016
- Have been in the commitee of "Grigore Moisil National Algoritmics Contest" 2018
- Organised my own local algoritmics contest (with 55 participants) 2016
- Best application award - Open Data Hackathon Brasov 2016

☰ skills

Proficient with:
- C++ & Python
- PHP & MySQL
- Data structures and algorithms - programming contests experience

Comfortable with:
- Web: MEAN stack, (including Angular5)
- Mobile: Java-Android, Swift-IOS, Dart-Flutter
- AI: Keras / Tensorflow
- Networking (Cisco CCNA courses)
- Others: Unix/Linux, GO, FireBase, Docker, Qt, Kubernetes, GraphQl

✎ experience

Bloomberg

Wrote a storage API in NGINX & Lua that is compatible with Amazon S3. I also adapted two Amazon S3 clients written in C++ & JavaScript and wrote a Bloomberg terminal function that implements CRUD on files. The other direction was containerising their storage systems into Docker and deploying them with Kubernetes.

02.07.2018 - 28.09.2018

SIEMENS

I have extended the functionality of an ASP.NET MVC app by coding a Progressive Web App part with full offline functionality & synchronisation (It had a queue of operations that would synchronize when online).

01.05.2017 - 01.07.2017

BOSCH

Created a C++ Qt map visualiser with offline capabilities by using Open Street Maps. Also, I studied artificial intelligence and did experiments on convolutional neural networks architectures.

10.07.2017 - 01.10.2017

💡 personal projects

- Currently building a reality augmented app that will run on a pair of HoloLens glasses and that will help its users learn how to play piano (Unity, AI for object detection)
- Worked on a chat Bot written in GO that helps people better track their products during shipment
- Coded an android app that can distinguish in real time between poisonous and good to be eaten mushrooms.
- Developed IronCoders.com, an educational web platform that facilitates the learning of programming by offering specialised tools and resources: archive of problems with an automated judge, interactive courses, competitions, integrated IDE, virtual classes and a forum. The back-end is based on LAMP stack and it is integrated with the forum (NodeBB - NodeJS).
- OneForCode, a platform (Angular2, NodeJS, FireBase) that help programmers to split their projects into multiple parts and delegate those to others (especially for open source + possibility of payments for users)
- Worked on a real-time android multiplayer quiz game that includes a tournament system (based on FireBase).
- Developed TimeSync, an application that gives institutions a better way to manage & deliver timetables to their students. It has a web interface (based on LAMP stack) for editing timetables and an android part for the end users. The app is published on Google Play.
- Created an online educational platform during the 24-hour hackathon InfoEducatie, in order to teach children the basics of the Romanian language, and during the Open Data hackathon coded(together with a team) a bus trip planner for Brasov.

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