

Technical Skills

Like: lisp, ocaml, f#, c#, python, c++

Experience

Backend/Drontend developer—Noovo

October 2011 - October 2012

python, google-app-engine, javascript, actionsript-3, jquery

Worked on social appsm games an in-house utilities:

- designed and developed the backend (python + app engine) of a social game for iOS; this included designing the backend architecture, the communication protocol, and other aspects of the game;
- co-developed a social app (python + app engine + javascript) for a publicity campaign of a well known brand of cars;
- designed and developed a series of in-house libraries for authentication, communication and misc utilities.

Backend developer—Lyst

June 2012 - September 2012

python, zeromq, cython, c++, boost-python, pyrex

Developed the prototype for a collaborative filtering engine in initially in python and cython, the pyrex, and finally c++.

Backend/Frontend developer—Social Expeditions

October 2009 - March 2011

python, google-app-engine, javascript, actionsript-3, jquery, java

Worked on social apps and games both frontend and backend:

- developed the backend (python + app engine) and co-developed the frontend (javascript + actionsript) for a real-time trading card game; this included designing the backend architecture, the communication protocol, tweaking the frontend game-engine, and developed part of the AI;
- developed an in-house reporting utility for tracking app KPIs (python + app engine + javascript); this included designing the application in a scalable way (taking into account app engine's peculiarities and limitations) such that it was able to cope with hundreds of events per second;
- extended the backend of a media streaming application (java) and developed the frontend (javascript); this was very much in the spirit of chatroulette;
- various social apps on facebook (python + javascript).

Education

Ph. D—University of Craiova

2010 - 2013

Masters—University of Craiova

2008 - 2010

Bachelors—University of Craiova

2005 - 2008

Projects & Interests

GitHub - JasonSharp—<https://github.com/muscar/JasonSharp>

May 2013

Jason Sharp programming language

GitHub - blueprint—<https://github.com/muscar/blueprint>

June 2013

Blueprint language

GitHub - stage—<https://github.com/muscar/stage>

December 2012 - January 2013

The stage agent language