Ovidiu Giorgi

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EDUCATION

Bachelor of Computer Science, 2015 - Present
University of Bucharest, Romania

EXPERIENCE

Junior Software Developer October 2016 - Present
Bigstep Cloud LTD, Bucharest, Romania

- Developed a new extensible Nodejs JSON-RPC Client using ES6 syntax, including async/await, which can be transpiled to ES5 and is also browser compatible
- Extended the Nodejs JSON-RPC Client to feature both a Client and a Server that support bidirectional JSON-RPC requests over a single WebSocket connection
- Integrated the Nodejs application into the Bigstep API
- Prepared the Nodejs application for open-sourcing and publishing it on github and npm
- Developed and maintained code in the Bigstep ecosystem, front and back end, using technologies such as JavaScript, PHP and MySQL

Intern Software Developer July 2016 - October 2016
Bigstep Cloud LTD, Bucharest, Romania

- Designed and developed the generation of JavaScript classes from object schemas, which improved the usage of the Bigstep API
- Familiarized myself with the technologies used and tried to soak in as much information as possible

TECHNOLOGY SKILLS

- Experienced with C/C++ (STL), JavaScript, Nodejs, Git, Linux
- Good algorithmic background and understanding of OOP principles and techniques
- Medium knowledge of Java, C#, Python, HTML/CSS, npm, bower, Jira

PERSONAL PROJECTS

- *SpaceBound* - Lightweight 2D game developed in C++, using an open-source SDL based engine.
- *Optimum Arena* - Python application that allows you to get the optimum leaderboard (best time) for any problem from online judge site infoarena.ro.
- *Text Editor* - CLI basic text editor developed in C++. Some features include: insert, edit, erase, save, undo, redo operations and having multiple tabs open at the same time.
- *Arcade Games* - Game platform consisting of four arcade-like mini-games, developed in C#.