



## Ovidiu Giorgi

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## Experience

October 2016 - Present

### Junior Software Developer at Bigstep

July 2016 - October 2016

### Intern Software Developer at Bigstep

## Education

2015 - Present

### University of Bucharest, Bachelor of Computer Science

## Skills

- Experienced with C/C++ (STL), JavaScript, Node.js, Git and Linux;
- Good algorithmic background and understanding of OOP principles and techniques;
- Medium knowledge of Java, C#, Python, HTML/CSS;
- Familiar with Agile development.

## Personal Projects

**Space Bound** - 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 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 opened at the same time;

**Rectangles** - Java application that allows you to insert, edit and query rectangles in the console;

**Arcade Games** - Game platform consisting of 4 arcade-like mini-games, developed in C#.