

Paul Hondola

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EDUCATION

Bachelor of Science in Computer Engineering <i>Universitatea Politehnica Timisoara</i>	Oct. 2023 – June 2027
DeepBlue Maker - Underwater Robotics Summer Camp <i>Hangzhou Dianzi University, China</i>	Jul. 2025 – Aug. 2025

EXPERIENCE

Full Stack Developer <i>Hibyte</i> Typescript, Angular, NestJS, Payload CMS, Supabase, Docker, Github Actions	Jul. 2025 – current
<ul style="list-style-type: none">GameBox - A full-stack monorepo for managing a game center, featuring a content management system with admin interface and user-facing web application.Developed with the help of a modern Tech Stack:<ul style="list-style-type: none">* Frontend: Angular v20, Typescript, HTML, SCSS* Backend & Database: NestJS & Payload CMS & Supabase* Testing Suites: Jest, Vitest, Cypress* CI/CD: Docker, Github Actions	
Malware Analyst Trainee <i>Bitdefender</i> Java + jadx, C & x86 Assembly + IDA, Python	Apr. 2025 – Jun. 2025
<ul style="list-style-type: none">Participated in Bitdefender's Academic Labs program, focused on reverse engineering and malware analysis. Working hands-on with Windows and Android environments to analyze vulnerabilities, study malware behavior, and explore exploitation techniques.<ul style="list-style-type: none">* Studied Android system architecture, its security model and APKs* Developed skills in static and dynamic analysis, decompilation and disassembly* Reverse engineered simple encryption algorithms inside ransomware	

TECHNICAL SKILLS

Programming Languages: C, C++, Python, Java, TypeScript, Bash, SQL
Frontend Development: Angular, HTML5, SCSS
Backend & Databases: NestJS, Supabase, Payload CMS, REST APIs
DevOps & Tooling: Linux, Docker, Git, GitHub Actions, Make, Clang
Languages: English C1 (Cambridge Assessment)

PROJECTS

Benchmark Suite <i>Python, psutil, pycpu-info, ML libraries, NumPy, Pandas, Docker</i>	May 2025 - Jun 2025
<ul style="list-style-type: none">* Cross-platform system performance benchmarking suite built for in-depth analysis and comparison of CPU, GPU, memory, and cache performance across workloads, architectures, and environments.* Configurable microbenchmarks: floating point throughput, memory latency/bandwidth, thread scalability* ML workloads powered by scikit-learn, PyTorch (CPU/GPU/MPS), and TensorFlow* Compiler benchmarking with gcc / clang via real-world C project compilation* Detailed hardware info introspection (RAM, CPU cores, frequencies, per-core usage, cache levels)	
Treasure Hunt System <i>C, POSIX system calls, Clang, Make, Git</i>	Mar 2025 – May 2025
<ul style="list-style-type: none">* Introduces an interactive shell-like CLI program to manage hunts and treasures via commands* Uses logs to track user operations, with symlinked logs for centralized access* Utilizes multi-process architecture and sigaction-based signal handling for inter-process communication* Enables runtime features such as live monitoring, hunt and treasure inspection, and controlled shutdown of the monitor process	

SafetyMap - Community-driven Safety App | *Java, Android, Google Maps API, Firebase* Nov 2024 – Nov 2024

- * Interactive Map: Mark and view safety alerts using Google Maps
- * User Alerts: Users can drop pins on the map to report issues such as thefts, road hazards, or other dangers
- * Notifications: Real-time notifications for users approaching an area with a safety alert
- * Community Trust System: Users can vote on the validity of alerts, contributing to a community trust score

FPGA Video Transmission and Image Processing | *Verilog, VHDL, Xilinx FPGA* Mar 2024 – Jun 2024

- * Hardware based video transmission and image processing system, with camera input and display via VGA.
- * Supports basic image processing and integrates with OpenCV for face recognition through UART.