

PAUL SERBANESCU

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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY Atlanta, GA
Bachelor of Science in Computer Engineering August 2024 – Expected May 2027

BINGHAMTON UNIVERSITY – WATSON COLLEGE OF ENGINEERING Binghamton, NY
Bachelor of Science in Computer Science, GPA: 3.91 August 2023 – May 2024

STUYVESANT HIGH SCHOOL

Stuyvesant Endorsed Diploma, Advanced Regents Diploma with Honors

- Cumulative GPA: 94.17/100, Excellence in Leadership Stuy Fission Robotics Team, Regents Advanced Designation with Mastery in Math and Science, National AP Scholar, National French Contest Silver Medal 2022 & 2023

SKILLS

Java, Python, C, C++, Swift, SwiftUI, HTML/CSS, React, Next.js, Node.js, Onshape CAD, Adobe Products, Blender, VS Code, Git, Flutter

EXPERIENCE

STUY SCHEDULE APP New York, NY
Creator, iOS Developer January 2022 – Present

- Developed a scheduling utility app to serve the Stuyvesant High School community, accumulating over 3,200 downloads and 1,000+ daily active users.
- Used Apple's Swift language and Xcode to develop multiplatform versions published to the Apple App Store.
- Created accompanying JSON API to serve updated information to users.
- Used the latest iOS 16 features in Swift and SwiftUI, including home and lock screen widgets with live updates.

EXTRACURRICULAR EXPERIENCE

BINGHAMTON UNIVERSITY MARS ROVER TEAM Binghamton, NY
Firmware developer September 2023 – May 2024

- Interfaced with rover subsystems using Teensy microprocessor to send commands over CAN using C++ code.
- Debugged all firmware systems, referring to documentation for non-trivial issues.

FIRST TECH CHALLENGE STUY FISSION ROBOTICS TEAM New York, NY
Vice President June 2022 – June 2023

- Led the team in technical discussions, including hardware and software, and distributed tasks among small teams.
- Planned community events, robot showcases, lab tours, and fundraising of over \$2,000.
- Managed team budget of \$4,000 and negotiated with school administration a \$1,000 budget increase over the prior year.
- Maintained Head of Software Engineering responsibilities.
- Awards: 3x Finalist Alliance – Captain, Winning Alliance – Captain
- Ranked 34/6,059 worldwide.

Head of Software Engineering August 2021 – June 2022

- Developed robot control systems using Java and OOP, including teleoperated and autonomous modes.
- Created a Java code library (FissionLib) which was published through JitPack and open-source on GitHub.
- Completely rewrote the old codebase to utilize modern techniques, including finite state machines and command-based programming to streamline and optimize runtime latency, reducing it by 100ms.
- Designed several hardware components, including robot drivetrain to ensure seamless hardware-software interactions.
- Awards: 3x Innovate Award sponsored by Raytheon Technologies, Control Award sponsored by Arm, Inc. 2nd Place

3D MODELING WITH BLENDER New York, NY
Personal Website, Stuy Fission Robotics Team September 2020 – May 2022

- Experienced in photorealistic renders using Blender. Work is available at <https://www.pserb.me/gallery>

RELEVANT COURSEWORK

BINGHAMTON UNIVERSITY

- Programming & Hardware Fundamentals
- Calculus II & III
- General Physics I & II

STUYVESANT HIGH SCHOOL

- Data Structures and Algorithms in Java
- Computer and Networking Systems in C
- Graphics engine from scratch in Python and C