

Paul Serbanescu

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Objective

Aspiring Computer Engineer with a passion for crafting innovative software solutions; seeking an internship or co-op in software development/firmware engineering starting January 2025. Leveraging hands-on experience in iOS app creation, microprocessor firmware for Mars rovers, excited to contribute to projects and start his professional career.

Education

Georgia Institute of Technology Atlanta, GA
Bachelor of Science in Computer Engineering August 2024 – Expected May 2026

Binghamton University – Watson College of Engineering Binghamton, NY
Transfer with 62 Credit Hours, GPA: 3.91 August 2023 – May 2024

Stuyvesant High School New York, NY
Stuyvesant Endorsed Diploma, Advanced Regents Diploma with Honors, GPA: 94.17/100

Skills

Programming: Java, Python, C, C++, Swift, SwiftUI, HTML/CSS, React, Next.js, Node.js, Flutter

Software: Intel Quartus Prime, Git, NI LabVIEW, GitHub, Onshape CAD, Blender, Adobe Products, Microsoft Office, Android Studio, Xcode

Hardware: Raspberry Pi, Beaglebone, FPGAs, Oscilloscope, Teensy

Experience

Stuy Schedule App New York, NY
Creator, iOS Developer January 2022 – June 2024

- 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.
- Awards:* 3x Finalist Alliance – Captain, Winning Alliance – Captain, Ranked 34/6,059 worldwide.

Head of Software Engineering August 2021 – June 2023

- 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

Excellence in Leadership Stuy Fission Robotics Team, National AP Scholar, National French Contest Silver Medal 2022 & 2023, 3x Innovate Award sponsored by Raytheon Technologies, Control Award sponsored by Arm, Inc. 2nd Place.

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