GHEOACE MIHAI

Final year Computer Science student

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STRENGTHS

Java   Operating Systems
SQL   Algorithm Analysis
OOP   Data Structures
Parallel Computing
Docker   Local Networks
C/C++   Python
Strategic thinker
Creativity   Perseverance

SKILLS - INTERMEDIATE

Maven   Spring Boot
PostgreSQL   JPA
Angular   CSS   HTML
Typescript   Jira

LANGUAGES

Romanian: Native
English: Fluent
French: Basic

ABOUT ME

Talented Java developer, sociable and enthusiastic, seeking new challenges, to mature technical skills and attain excellent standards.

EXPERIENCE

Web developer intern | Societe Generale European Business Services

📅 06 2020 – 09 2020   📍 Bucharest, Romania

- I thrived in a team culture and successfully solved JIRA tasks in an agile environment while developing websites using Angular(front-end), Spring(back-end) and PostgreSQL + JPA (database administration).
- Ensured and improved code quality using tools like SonarQube.

EDUCATION

Bachelor's Degree, Computer Science Engineering | Faculty of Automatic Control and Computer Science, UPB

📅 2017 – 2021   📍 Bucharest, Romania

- GPA: 8.98/10

Workshop - Docker and Kubernetes | Faculty of Automatic Control and Computer Science, UPB | IBM engineers

📅 2020-2021 winter   📍 Bucharest, Romania

- Developed my knowledge in Kubernetes and Docker, studying the orchestration and structure of containers through a 4-day experience thanks to IBM engineers and faculty collaboration.

PROJECTS

Uncanny Valley | ⌾

📅 2020 - C++, MPI

- I developed the MPI version of filtering images project, obtaining good scalability, improving 8 times the timing compared to the serial implementation (developed by teammate) using 16 processes on a server.

Halite-III | ⌾

📅 2019 - Java 8

- Game bot that positioned well in algorithm design course contest based on international challenge Halite III.
- It is a team project that makes use of Java 8, especially of functional programming.
- Optimized the bot against starvation-type attacks in multiplayer mode and increased harvesting efficiency methods.

Version Control System | ⌾

📅 2018 - Java 8

- This project supports a limited number of vcs features and basic filesystem commands (e.g. cd, ls).
- I further enhanced my knowledge of design patterns and inheritance in Java object oriented programming.

Ray Tracing | ⌾

📅 2020 - C++, GLSL, OpenGL

- This ray-tracing implementation has two versions, one on CPU and one on GPU.
- I developed the CPU version and integrated it with the GPU one developed by my teammate.