SEBASTIAN GABRIEL SAVU

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PROFILE:

A hard working, ambitious, 2nd Year Computer Science student at the University of Birmingham. Verified competences in multiple programming languages, capable of cooperating in a team, possessing great insight into the business world and also a talented problem solver. Currently seeking an opportunity to further enhance and improve my proficiency and obtain a significant working background within the IT and Technology sector.

EDUCATION

SEPTEMBER 2020 – JUNE 2022

BSC COMPUTER SCIENCE, UNIVERSITY OF BIRMINGHAM

- ♦ Currently on track for I
- ♦ Relevant modules include: Artificial Intelligence, Functional Programming, Security and Networks, Software Engineering and Professional Practice, Systems Programming in C/C++

OCTOBER 2017 – JULY 2019

MSCI HONS COMPUTER SCIENCE (WITH INDUSTRIAL EXPERIENCE), LANCASTER UNIVERSITY

- ♦ Diploma of Higher Education – IIi
- ♦ Relevant modules include: Software Development, Software Design, Databases, Computer Networks, Human-Computer Interaction, Operating Systems, Advanced Programming, Information Systems, Creative Technology, Digital Systems, Fundamentals of Communication Systems

SEPTEMBER 2013 – JULY 2017

ROMANIAN DIPLOMA DE BACALAUREAT, "GRIGORE MOISIL" NATIONAL COLLEGE OF COMPUTER SCIENCE

- Graduated top of the class for 3 consecutive years
- A Levels equivalent of A*AA (9.3/10 final average): Advanced Mathematics (10/10), Computer Science (8.7/10), Romanian Language and Literature (9.3/10)

EXPERIENCE

DECEMBER 2019 – AUGUST 2020

ADVERTISEMENT REWARDS ANDROID APP, FLUTTER AND DART

- Independently designed and developed a mobile android application that allows users to redeem rewards such as gift cards and vouchers with currency earned from watching 15-30 seconds ads from Google Ad Mob.
- Used Flutter and Dart for programming, Figma for designing the UI and Google Firebase for the database that links everything together.

MARCH 2020 – MAY 2020

SCRIPTS/BOTS IN PYTHON AND SELENIUM, SUPREME/INSTAGRAM/TINDER

- Developed a series of scripts/bots that enable users to automate certain tasks which would offer them an advantage over other users.

- Examples include: Auto-checkout bot for the limited clothing brand Supreme, auto like, follow, play bot for the social media website Instagram and auto-swipe bot for the dating website Tinder.

NOVEMBER 2019 – JANUARY 2020

FLATMATE FINDER ANDROID APP SCHEME AND UI, AXURE RP

- Designed the user interface and underlying structure for a mobile Android application that connects people together and helps with the struggle of securing a flat.
- The app should offer the possibility to either list a flat for people to see or to search for flats in your area.
- The profile feature allows for individuals with common interests to connect and share a flat reducing the often mentioned problem of "bad flatmates".
- The app should allow people to either contact each other by phone or through the live text messaging system available within the app.
- Numerous ease of use features such as the favorites tab, settings for range, gender or even the ability to switch between a 2D or 3D view of the map, should make it a tough competitor in the market.

NOVEMBER 2019 – JANUARY 2020

HEALTH COMPANION ANDROID APP, FLUTTER AND DART

- Independently developed a mobile android health application designed to act as a companion for patients diagnosed with diabetes. The scope of the app was broadened during development to a more general-purpose health app that will benefit all individuals suffering of any condition.
- Features of the app include: storing information about your medicine, setting custom reminders for the user's medicine, a meal planner using the Spoonacular API tailored around the user's needs and an exercise manager that will allow the user to stay healthy.
- Used Flutter and Dart for programming, Figma for designing the UI and Google Firebase for the database.

SEPTEMBER 2018 – FEBRUARY 2019

ADVANCED JAVA GAME TEAM PROJECT, ALIENATION: TWIN-STICK SHOOTER

- Worked in a team of 5 developers to design, create and polish a fully working Java game using the JSFML library.
- Tasked with the map design, implementation and testing sector of the game
- Thoroughly implemented 6 unique individual maps each with a different theme/environment that procedurally immerse the player into the game world
- Created and developed a Tile Grid System which offers modularity, flexibility and versatility when constructing or revisiting the maps.
- Also implemented and refined player health system which represented one of the core functionalities of the game and required special attention.
- Conducted user testing and feedback to solve faults, bugs and increase overall player engagement with the game.

JULY 2017

SOFTWARE DEVELOPER ASSISTANT, DEXION ROMANIA

- Worked in a team of 4 software developers on a very sensitive and critical project with the scope of upgrading the company's current nucleus business software EPICOR to a new version

- Tasked with identifying core differences and updating/removing functionalities in order to ensure a safe transition to the new branch
- Gained relevant teamwork skills as workload was distributed equally and communication was critical in order to ensure a safe stable working branch for the employees that required the new version immediately
- Submitting patches and versions with bugs would have been fatal for the business's capital so working under pressure was a skill that was tested frequently also because of the time constraint.

FEBRUARY 2017 - MAY 2017
HIGHSCHOOL FINAL YEAR PROJECT: HORROR GAME IN UNITY3D + JAVASCRIPT

- Independently designed and built a first-person atmospheric horror game in the Unity3D engine using JavaScript and C++
- Relevant scripts and pieces of code include: turning a flashlight on/off, scary sounds trigger/sensor, player and enemy health system, firearm shooting.
- Used the Unity3D design assets to create a forest mountain region map that will immerse the player into the thrilling atmosphere of the game implementing scripts such as reduced depth of view due to mist, proximity sounds, lighting effects that engage the player with the game etc.

RELEVANT SKILLS

- **Competent knowledge across a variety of programming languages:** Flutter, Dart, Java, C, C++, Python, JavaScript, HTML, CSS, SQL, SQLite, MySQL, Node.js, C#
- **Proficient using business related software and tools:** Oracle VM, Vagrant, Git/GitHub, EPICOR
- **Teamwork:** Core skill obtained from the many programming projects I have been involved in requiring interdependency and communication to ensure concise and accurate results.
- **Fast-learner:** Became familiar with Java and C on a professional level from scratch in the span of 3 months with little help, being able to successfully finish multiple programming assignments involving those languages ahead of time with exemplary results.
- **Problem solving and analysis:** Developed while participating in numerous chess competitions and contests and also by playing puzzle and logic games in my free time that require a significant amount of understanding and perception.
- **Curious, innovative, creative:** Was introduced to hiking from a young age which opened new horizons such as exploring and discovering, key aspects building towards ambition and keenness. Passionate about constructing LEGO figurines as a child, creating different custom-made toys, studying origami in primary school, allowed me to flourish my creativeness and inventiveness
- **Organized and punctual:** Practicing martial arts for 9 years gave me the possibility to become a coordinated and dependable person. Swimming has also helped me become self-disciplined and prudent with everything I do.
- **Business awareness:** Being a member of the ENACTUS Lancaster Society for 1 year, participating in numerous workshops/events about starting your own business, earnestly reading business newspapers and magazines, watching the news for market updates, and also my eagerness to start my own business thought me key aspects about the capital world in which we live in.
- **Passionate about IT:** Developed this passion while visiting numerous technology conventions which were showcasing new devices, gadgets, virtual reality headsets, systems and features.

Passionate about the smart world we live in and excited about what a futuristic life would look like due to artificial intelligence and augmented reality.

OTHER SKILLS AND INTERESTS

- **Music Production**: Actively creating hip-hop music and presenting a keen interest in audio engineering. Interest in DAW's (Digital Audio Workstations), analog and digital mixing and mastering. Currently set as my main hobby or even an off-profession.
- **Fashion:** Willing to develop and enhance fashion designing skills and brand managing for a collective that I am a co-owner of TENZZE https://tenzze.com.
- **Global Trading:** Presenting an active interest in the global forex trading market especially into cryptocurrencies to gain knowledge about investments and currency trade-offs.

References available upon request