Teodor Gherasim Nistor

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Profile

Ambitious and well organised Computer Science undergraduate, experienced in both back end and front end software development. Proficient in Java, C#, C++, JavaScript, and AngularJS and Spring frameworks, as well as confident in Bash, Python, SQL, OCaml. Knowledgeable Agile developer and reliable team member, with good time management and task allocation skills. Willing to consider people and their opinions, to learn by doing, and to deliver ahead of deadlines.

Education

2015 – 2018: University of Southampton
Currently studying BSc Computer Science, on track for a First Class Degree with an 83% average over the first two years.

2011 – 2015: "Gheorghe Șincai" High School, Bucharest, Romania
Graduated as valedictorian with the general average of 9.94 out of 10.
Passed the Romanian Baccalaureate Diploma with 9.86 out of 10.

Work experience

June – August 2017: J.P. Morgan Technology Summer Analyst
Worked on the standardisation, documentation and deployment of Rest APIs using the Java Spring Framework. Developed and deployed a data collection and visualisation cloud-based application for internal use, involving a Python server and AngularJS web interface. Scrum methodology was essential to time management and task distribution within the team.

June – July 2016: Computer Scientist at Affective State Ltd
Programmed a computer vision back end to monitor users, identify their emotional states, and log their progress over time, using C++, Java, and the OpenCV image processing and machine learning library.

Awards

November 2016: HackTrain UK 3.0 – Second Place
Worked in a team of 5 to develop a solution for identifying objects in LiDAR maps of the rail network provided by SNCF, by using C++ and various libraries for processing 3D point cloud data.

December 2015: IBM Master the Mainframe Contest – Grand Prize
Over the course of two months, successfully completed numerous tasks of increasing difficulty, involving various programming languages (C/C++, Java, Python, Cobol) and remotely controlled operating systems (z/OS, Linux) on a mainframe.

May 2015: STEM Innovation Challenge 2.0 – Special Prize (Best Presentation)
Collaborated with a team to program and adjust a line-follower robot. Public speaking was essential to the presentation we had to give, describing our approach to a large audience, and the organisers (Freescale Semiconductor) decided to award us a special prize for our performance.

May 2014: Robotic Football competition – First Place
Actively coordinated a team of 5 people towards winning the competition. Programmed and debugged a collection of Arduino robots using C. Good time management was paramount to meeting the deadline.