

# Teodor Gherasim Nistor

Email: [teo.g.nistor@gmail.com](mailto:teo.g.nistor@gmail.com)

Mobile Phone: 07459679814

## Profile

---

Conscientious and focused software engineer with experience in a wide array of programming languages (most notably Java, C#, Python, C++), frameworks (Spring, Flask), and the Unity game engine. 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

Graduated with a First Class Honours Computer Science Bachelor's degree with an 83% overall average. Achieved 86% in the Third Year Project: *Minimal Markup Language for Beamer*, which is fully documented and available at [teonistor.github.io/beamr/](https://teonistor.github.io/beamr/)

### 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

---

### Since August 2018: Software Engineering Analyst – J.P. Morgan Chase

Currently working primarily with the Spring framework, developing and maintaining messaging backend services within the Corporate and Investment Bank

### June – August 2018: Software Technician – IT Innovation Centre (University of Southampton)

Maintained and optimised a keyword identification and sentiment analysis tool for processing large amounts of written feedback, built with JavaScript, Java, and the Spring framework

### 2017 – 2018: Student Ambassador – University of Southampton

Introduced potential future students and other visitors to our faculty and programmes of study, answering questions and offering details. Helped run laboratory tours

### June – August 2017: Technology Summer Analyst – J.P. Morgan Chase

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.

### 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**

---

### **October 2017: Bloomberg Codecon – First Place**

Achieved highest score at the local Codecon in Southampton, after using Java to solve algorithmic problems in extremely limited time.

### **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.

## **Other experience**

---

### **January 2018, January 2017, January 2016: Global Game Jam**

Participated in the Southampton Game Jam site each year, working at maximum performance under the pressure of limited time. Designed graphical environments in Unity, developed C# scripts.

### **November 2017: HackTrain 4.0 UK**

During the 48-hour hackathon, worked in a team of 5 to develop a tool for exploring historical data about train ticket fares and making predictions about the future feasibility of such fares, using Node.js, Handlebars, and D3 (while travelling to Paris, Bordeaux, and back).

### **June 2017: J.P. Morgan Code for Good**

Over the course of the 48-hour hackathon, prototyped a solution for tracking large groups of volunteers around incident sites by using armbands with QR codes.

### **July 2015: Oracle Database Foundations exam**

Became an Oracle Certified Junior Associate after passing the 1Z1-006 exam with a score of 87%.