Mihai Tiuca

3A Mechatronics Engineering
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Highlights

- Led a variety of projects including image processing, native Android libraries, and frontend design
- Experienced with backend systems such as RESTful API and non-relational database creation
- Formal knowledge of complexity analysis as well as a variety of data structures and algorithms
- Developed software using C++, C, Python, JavaScript (Node and Angular), HTML, CSS, and more
- Significant school work includes Microprocessor Systems and Interfacing, Sensors and Instrumentation, and Computer Structures and Real-Time Systems
- Thrive working on new challenges in fast-paced environments with minimal supervision

Work Experience

Hivemapper — Software Engineer — Jan. 2016 – May 2016

- Worked as part of a small team building 3D maps for drones
- Independently developed a native augmentation API for Android using OpenGL ES in C++
- Optimized and tested to ensure the library was scalable and worked across a variety of devices
- Managed my own tasks and provided specs for other engineers interfacing with my code

Canon — May 2015 – August 2015
Software Prototype Developer — Sept. 2014 – Dec. 2014

- Worked with a small team to develop working software prototypes (over 10 prototypes and 2 production-level apps)
- Developed several image processing applications using Python and OpenCV
- Designed, developed and integrated UI/UX, backend APIs, and a database to make working prototypes
- Directly pitched projects to executives and VPs from Canon Canada and Canon USA
- Named inventor on a patent, more pending

TOP HAT — Tech Support Specialist — Dec. 2013 – May 2014

- Conducted company analysis and worked with the co-founder to improve products and procedures
- Improved company tech support process to decrease response time

Personal Projects

University of Waterloo Google Developer Group – Tech Executive — In progress

- Part of a group creating an educational community environment for developers at the university
- Currently building a website for the club using AngularJS

Significant Hackathons

Hack the North — September 2015

- Created wearable system for people with visual impairments that described their surroundings to them
- Recognized friends' using face-to-vector converter and SciKit-Learn predictive algorithms in Python

Battlehack Toronto — July 2015

- Created real-time restaurant ordering and interaction web-app with a Python backend
- Pusher API partner prize