Vlad Victor Ungureanu

Embedded Device Programmer

PERSONAL DETAILS

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EDUCATION

BSc. Computer Science, Aug 2012 - Present Jacobs University Bremen

High School Diploma, Sept 2008 - Jun 2012

Colegiul National Roman Voda

WORK EXPERIENCE

Student Researcher Aug 2013 - Present

Computer Networks and Distributed Systems Jacobs University

Working on a system that gathers power consumption data from multiple Atmel development boards. All the boards are communicating over an 802.15.4 radio link.

Embedded Developer

Jun 2013 - Sept 2013

BeagleBoard.org, Google Summer of Code 2013 Student

I developed an Android app that communicates with a BeagleBoneBlack, allowing it to boot over USB. Upon boot, the Android device pushes a micro-kernel, which emulates a serial device. This is used to download the filesystem and full kernel image. Next, I ported this from Android to Linux. Development was done in Java (Android SDK), along with some C (patches to Android kernel, libusb, Linux-port).

Embedded Developer

Sept 2008 - Jun 2012

Electro Univers, Part-Time

I developed a diagnosis and recovery system for IP surveillance cameras in a closed network. I implemented a polling HTTP server and a Windows application which monitors the overall status of the cameras, providing alerts and recovery options. The server was implemented in C, while the Windows application was done in C#.

Software Developer and Tester

Nov 2009 - Jan 2010

FFmpeg/Libav, Google Code-IN 2010 Student

I worked on improving test coverage across FFmpeg/Libav codecs. My tests improved coverage from 20% to 60%. I also worked closely with codec maintainers to remove bugs related to playing corrupted files. All work was done in C.

COMPUTER SKILLS

Advanced Knowledge Intermediate Knowledge Basic Knowledge C, C++, Linux Java, Ruby, SML Bash, PHP, MySQL

AWARDS

2011 **4**th **place in Cisco Contest**Romania Team Participant, Europe

2010 1st place in Cisco AcadNet Contest Computer Networks Section, Romania

2009 **2**nd **place in Cisco AcadNet Contest** Computer Hardware Section, Romania

HOBBIES

Hiking Tweaking Electronics Contributing to Open Source Software

PROJECTS

Mars Rover

I developed and implemented an AI language for a Mars Rover simulator. The language is interpreted on the client, which sends commands to the rover over the network, guiding it around obstacles. Programming was done in C++.

CLAM

I developed a system that aides an instructor with quiz administration. Quizzes and account information are stored on the server, while a client application (Windows/Linux) is used to login and perform actions. Students can take quizzes, view results, while instructors have more privileges. The grading is done automatically by the software. This project was done during the Introduction to Information Systems course and the implementation was done in Ruby.