# Résumé

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| **Personal Info** | |
| **Name / Surname** | **Konstantin Kavruk** |
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| Phone number | **0726173322** |
| E-mail address | **konstantin.kavruk@gmail.com** |
| Nationality | **Romanian** |
| Birth Date | **07.03.1987** |
| Gender | **Male** |
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| **Professional experience** | |
| | **2006 2 months of internship for Siemens Romania, Brasov** |
| | **Programming PIC microcontrollers, using assembly and C;** |
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| | **2006 – 2008 Compusoft Hardware, Sfintu Gheorghe** |
| | **Assistant Software Developer** |
| | **Responsible for developing 3D applications, using the Irrlicht engine and Visual C++, for reconstruction of archaeological sites** |
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| | **2008 – 2009 Savvy, Sfintu Gheorghe** |
| | **Software Developer** |
| | Casino game development for Windows Mobile, using Visual C/C++ on the Cantor Gaming's proprietary platform;<br>Testing and optimizing game algorithms;<br>Documenting own and other programmers code;<br>Collaboration with the Cantor Gaming team from USA;<br>Designing computer game graphic elements using GIMP; |
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| **Education** | **2006 - "Transilvania" University, Faculty of Electrical Engineering and Computer Science**<br>**"Mihai Viteazul" High School, Mathematics-Informatics curriculum**<br>**2011 – GIS and geospatial archeology course** |
| | **During highschool, attended various programming seminars("InfoEducatie 2004","MediaInfo 2004" etc), learned C/C++, Pascal, Delphi, SQL, Flash/ActionScript, HTML and some PHP; wrote a program in Pascal for studying various basic aspects of graph theory, with 3D representation, for Assistant Programmer certificate(2005).** |
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| **Other skills** | Russian as mother tongue. Fluent in English. German beginner |
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| **Driving license** | **A+B** |
| **Hobbies** | **Auto mechanics**<br>**Fitness & Health**<br>**Motorcycling**<br>**Skiing** |
| **Reference** | **Available upon request** |

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