

VICTOR-ȘTEFAN ARSENIU

+40 770 412 378 ◇ Pitești, România

victor.arseniu@gmail.com ◇ github.com/vicarsen ◇ victor.arseniu.com

DESCRIPTION

Computer Science student, **9+** years of experience in **algorithms & data structures**, strong **national** and **international** competitive programming record, interests in **AI**, **3D graphics**, and **algorithms**

EDUCATION

POLITEHNICA University of Bucharest

Sophomore Undergraduate

Computer Science Department

September 2024 - Present

Current **GPA**: 9.62/10

National College "Ion C. Brătianu" Pitești

Secondary Education

September 2020 - July 2024

Overall **GPA**: 9.98/10

ACADEMIC ACHIEVEMENTS

ICPC: qualified to South Eastern European Regional Contest (SEERC)

2024

National **IOI** Selection Camp: Qualified

2024

National Olympiad in Informatics: **Honorary Mention, Silver, 3 Bronze**

2021-2024

National Olympiad in Mathematics: Qualified, **Bronze**

2022-2024

USA Computing Olympiad (**USACO**): **Platinum** division rank **143**

2024

Codeforces: highest rating 2151 (**Master**) ([Profile](#))

ABILITIES

Technical Abilities

C/C++, x86 Assembly, Python, Java, MatLab, HTML, CSS, JavaScript, OpenGL, Vulkan, GLSL, Linux, Bash, Git

Other Abilities

English (C1), fast & avid learner, adaptable

WORK EXPERIENCE

Intern

*Dresden Fields Laboratory, Dresden Research Center, **Huawei***

July 2025 - September 2025

Dresden, Saxony, Germany

- Software development in **C++** and **Python** under an **international** research team.
- Gained experience with **Vulkan**, **operating systems**, and **large-scale codebases**.

PROJECTS

Mineclone

February 2025 - Present

- This is my third attempt at making an **open-source** voxel renderer
- Fully written in **C/C++**, it supports **OpenGL** & **Vulkan** as backends
- Custom **multithreaded** game engine, using **Taskflow** for task scheduling

"AIRFORCE" CanSat Team

Cofounder & Programmer

August 2022 - May 2023

Pitești, România

- Researched & implemented **Madgwick & Kalman filters**, **PID controllers** for a flight controller
- Researched & implemented a **task scheduler** in **ARM32 assembly** for an **STM32 MCU**

- Won the **"Highest Technical Achievement"** award at the national competition

"Broboti" FTC Team

Lead Programmer

2022-2024
Pitești, România

- **Developed** software in **Java** for my high school's First Tech Challenge (**FTC**) team
- **Used** the **OpenCV** library for **imaged-based automation** of the **robot**
- **Coordinated** the programming **department** of the **team**

Romanian Science Festival

Volunteer

September 2023
Pitești, România

- **Developed** a **web AI assistant** using multiple **AI APIs (STT, GPT 4.0, TTS)**
- **Integrated** custom functions to extract & summarize recent articles from a predefined list websites
- **Presented** the project **publicly** at the Romanian Science Festival of 2023, with **10000+ attendants**

"Elevi pentru Elevi" Programming Contest

Founder, Coordinator & Problem Setter

August 2023 - March 2024
Pitești, România

- **Founded** the county-level programming contest with the support of my high school teacher
- **Built** and **led** the **team** of **problem setters** composed of **students** from my high school
- Setup Contest Management System (**CMS**) server & organized simulations to **test** the **capabilities** & **stability** of the platform
- **Authored** some of the problems & **supervised** the authoring of the the rest

OTHER ACTIVITIES

In addition to computer science and math, my passions include chess, history, geography, and video games.