

Dragos Lup

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EDUCATION

Georgia Institute of Technology — BSc, Computer Science, GPA: 3.54/4.0 May 2025

Stuyvesant High School — High School Diploma, GPA: 94.7/100 May 2021

WORK EXPERIENCE

Tech Analyst June 2026 — Current
CLSA Americas New York City, New York

- Responsible for day-to-day operation of the US trading system and onboarding clients into various systems.
- Helped automate and debug long-standing data systems, reducing manual effort in daily operations.
- Engineered and validated SQL database configurations to dynamically route high-volume orders

Solo Game Developer May 2025 — Current
Goblin Forge Games | Self-employed New York City, New York

- Built a hex-grid tactics engine with custom Dijkstra pathfinding and cube-coordinate movement/targeting.
- Designed a data-driven component architecture where abilities, status effects, and rigs are runtime resources, with decoupled cross-system communication to allow for incredibly modular design.
- Implemented a heuristic enemy AI that weighs terrain, attack ranges, and buffs to choose optimal actions.

Part-Time Software Intern May 2023 — September 2024
iTech Computers Medias, Romania (Hybrid)

- Engineered full-stack enhancements for web platforms, like email systems and commenting.
- Built networks for customers for use in schools and companies, along with setting up hardware.

PROJECTS

Nosi Editor | TypeScript | Security-Focused Text Editor July 2025

- Specialized fork of VSCode designed to prevent cheating, currently in use at Georgia Tech.
- Built screen-share blocking and disabled copy, paste, and file sharing to in python files and notebooks.
- Helped develop the encryption pipeline for protected files and the editor packaging for student deployment.

Campus Cats App | TypeScript, React, SQL | Cat Tracking Social App March 2025

- Developed a modular and responsive web app for tracking and cataloging campus cats, integrating Firebase authentication and GT SSO for a seamless user and future developer experience.
- Created an announcement system to notify users about found cats, reducing report processing time

Manga OCR | Python, PyTorch | Japanese Character Recognition December 2024

- Tested ResNet, Tesseract and Vision Transformer (ViT) models to identify Japanese in manga.
- Developed an image preprocessing pipeline, extracting text bubbles, improving speed by 150%.
- Created and augmented a synthetic dataset with labeled images to enhance OCR performance.

Dansu | Python, CUDA, MMPose | Machine Learning Dancing Game June 2024

- Built a gesture-controlled rhythm game using MMPose for real-time pose estimation.
- Designed a pose-approximation buffer layer to mask processing jitter, ensuring smooth gameplay.

SKILLS

- **Coursework:** Procedural Content Generation, Computer Architecture, Algorithms, Computer Vision, Artificial Intelligence, Machine Learning, Deep Learning, Robotics and Perception
- **Technologies:** C#, C++, C, TypeScript, JavaScript, Python, SQL, GLSL, GDScript, Lua
- **Tools:** React, PyTorch, NumPy, Git, Firebase, Node.js, Unity, OpenGL
- **Languages:** Romanian (Native), English (Native)