LUCA NECSOIU

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SUMMARY

Sixth form student building games, web applications, and browser extensions with Python, JavaScript, Luau and C++. Published Firefox extension with 1K+ users at its peak and developed real-time collaborative tools. Completed two tech internships. Looking for software engineering opportunities.

EDUCATION

A-Levels (In Progress) Sep 2025 – Jun 2027
Beaumont School, UK

- Subjects: Computer Science, Mathematics, Further Maths, Economics
- Active member of Coding Club, Debate Club and Badminton Club

GCSEs & IGCSEs Completed Jun 2025
Onslow St Audrey's School, UK

- Achieved grades 7-9 across all subjects including Computer Science, Higher Mathematics, and Further Maths
- Served as School Ambassador and Student Council member; represented school in public speaking competitions

TECHNICAL SKILLS

Languages: Python, JavaScript, Luau, C#, GDScript, C++, SQL
Frameworks & Tools: React, FastAPI, Godot 4, Roblox Studio, Git, GitHub, Docker, Arduino
Technologies: REST APIs, WebSockets, Redis, SQLite, WebExtensions API, Browser APIs
Concepts: OOP, Game Development, Real-time Systems, Privacy Engineering, Embedded Systems

PROJECTS

QueryVeil – Firefox Extension
JavaScript | Markov Chains | WebExtensions API

- Published privacy-focused browser extension generating realistic search noise using Markov chain NLP and behavioral modeling
- Implemented realistic traffic generation behaviour with exponential timing distributions and session clustering
- Achieved 1K+ active users at its peak with zero logging and local-only processing

Collaborative Code Editor
React | FastAPI | WebSockets | Redis | CRDT

- Developed full-stack collaborative editor with Monaco integration supporting simultaneous multi-user editing
- Implemented CRDT-based operational transformation for conflict-free synchronization across clients
- Built horizontally scalable architecture using Redis pub/sub and Docker deployment

Pixel Blackjack
Godot 4 | GDScript

- Created pixel art blackjack game with complete ruleset including split, double down, insurance, and surrender mechanics
- Designed state management system handling multiple simultaneous hands and complex payout calculations
- Implemented save/load functionality and responsive UI with smooth animations

Arduino Morse Code Transmitter
Arduino | C++ | Python

- Programmed Arduino-based device to encode and transmit messages via morse code
- Designed Python GUI for real-time control and transmission logging using PySerial
- Integrated LED and buzzer output for visual and audio signal transmission using international standards

EXPERIENCE

Technology Intern Oct – Nov 2024
Computacenter, UK

- Participated in team-based technical workshops covering cybersecurity, smart cities, and sustainability in technology
- Collaborated with experienced professionals on real-world problem-solving exercises
- Gained insight into enterprise IT infrastructure and professional development workflows

Software Development Intern Mar 2024
Tech Breeze, UK

- Contributed to team software project through data analysis and research
- Analysed project data and delivered technical presentation on project findings to stakeholders
- Practiced collaborative development in a structured team environment