ADRIAN FAGARASANU

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💼 RELEVANT EXPERIENCE

MCCI - Infin8lite
Website Designer and Developer
- Faced *time-sensitive development*, learning an *efficient attention to detail*.
- Worked with Adobe XD to prototype the design of web-pages.
- Implemented *responsive Front End* with HTML, CSS, JavaScript, and some *Back End* in primarily PHP involving *server side queuing* and *regex form validation* systems.

Game Development Club
Founder and President
- Constructed and presented workshops about *game design/development workflow* and *pipelines*.
- Full interactive lectures on utilization of: 3D Studio Max/Blender 3D, Unity 3D, Unreal Engine 4, Photoshop, as well as programming with C#, and Java.

Lassonde School of Engineering
Peer Engagement Leader
- *Created*, *ran* and *managed* interactive 'boot-camps' in a combined lecture/laboratory environment, detailing Circuitry, Arduino Micro-controllers, the Arduino Programming Language, including various modules and hardware components.
- Teaching and organizing for upwards of *200* individuals a day.

NewMakeIt
Industrial and Digital Workshop Assistant
- Exposed to entrepreneurial mindset, where *creative problem-solving* is fundamental.
- Created and prepared models in AutoDesk, and Google Sketchup for 3D printing, laser engraving, and wood/metal CNC machines

📁 PROJECTS / EXTRACURRICULARS

Personal Portfolio Website
adrianfagarasanu.me
- Developed with HTML, CSS, JavaScript, JQuery, Bootstrap and PHP.
- Learned the value of *frameworks* through the use of a rudimentary tool set.

Waterloop - Hyperloop Team UWaterloo
Computational Physics
- Worked on Eddy-Current braking and magnetic levitation *physics simulations in Python*.

Whisper of Seclusion
Unreal Engine 4 Horror Game
- Blender 3D, Photoshop, programming with Blueprints and some C++, music composition in Steinberg Cubase.

Indiana Jones and the Java Adventure
- 90's inspired Point and Click Adventure game made in Java with JFrame.

🧠 SKILLS

Java *(JFrame, JUnit, MVC framework)*

Python, PHP, C#, C, Ruby

HTML5, CSS3, JavaScript *(JQuery, Bootstrap)*

Arduino Programming Language, Hardware, and Schematic Design

IDE's: *(Eclipse, Atom, Visual Studio Code, Notepad++, Android Studio, Spyder)*

Operating Systems: *(Windows, UNIX/Linux)*

Unreal Engine 4, Unity 3D *(VR Optimization, Level Design, Animation Systems, Blueprints, Material Nodes, Lighting/Post-Processing)*

Blender 3D *(Architectural Design, Photogrammetry, Animation, UV Mesh/Material Editing)*

Adobe Creative Suite

🎓 EDUCATION

York University 🇺
BSc. Honours Computer Science (2nd Year)
Executive at Computing Students Hub
Orientation Senior Leader

🏅 SCHOLARSHIPS & AWARDS

Lassonde Scholarship
Among the most competitive in Canada. Highest academic and extra-curricular achievement, becoming ambassadors for Lassonde at York. (15k Renewable)

National Book Award
Recognizes one student from every secondary school in Canada for superior academic performance, original and creative thought, and exceptional achievement.

Computer Science Award

Entrepreneurship Award

📋 COURSE PROJECTS

RISCV 32-bit CPU using Verilog

Mandelbrot Set Visualizer - CT & MRI Interpreter

Java Dictionary Database

Java Encoder and Decoder - File Compression

Mortgage Calculator for Android