



## Adrian-Ioan Moşneguţu

**Nationality:** Romanian **Date of birth:** 24 Jul 2004 **Gender:** Male

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**Other:** Alverna, 59 Apartament 32, 400469 Cluj-Napoca (Romania)

### ABOUT ME

I am a motivated and detail-oriented first-year computer science student seeking opportunities to apply theoretical knowledge gained in coursework to real-world projects. Eager to contribute to a dynamic team and gain hands-on experience in software development and programming.

I graduated 'Colegiul Naţional de Informatică' in my home town of Piatra Neamţ.

In the baccalaureate exam, I obtained:

- 9.60 in Mathematics
  - 9.90 in Computer Science
  - 9.80 in Romanian Language and Literature
- with a general mark of 9.76, the highest in my high school.

During my time in high school, I experimented with the Unity game engine and managed to develop four games, all published and played on online platforms.

I have a C2 English certificate given by my score in the CAE Cambridge English Exam which, again, was one of the highest in my entire city.

I practiced competitive chess when I was in primary school, and went to many programming and mathematics competitions on a national level all throughout middle school and high school.

In university, I managed to be in the top 5 students at my faculty section in the previous semester, managing to obtain the highest possible scholarship at my university.

### EDUCATION AND TRAINING

#### High School Graduate

**Colegiul Naţional de Informatică** [ 15 Sep 2019 – 15 Jun 2023 ]

City: Piatra-Neamţ | Country: Romania

#### Computer Science Undergraduate

**Babeş-Bolyai University** [ 2 Oct 2023 – Current ]

City: Cluj-Napoca | Country: Romania | Website: <https://www.cs.ubbcluj.ro> | Field(s) of study: Computer Science

Computer Science - English Section

Main subjects covered so far:

- mathematical analysis
- linear algebra
- computer system architecture
- computational logic
- geometry
- discrete mathematics
- operating systems
- object-oriented programming

## DIGITAL SKILLS

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Unity / Unity Hub

### Programming languages

Python / C / C++ / Java / C# / Assembly x64

## LANGUAGE SKILLS

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**Mother tongue(s):** Romanian

**Other language(s):**

**English**

**LISTENING C2 READING C2 WRITING C2**

**SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2**

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## HONOURS AND AWARDS

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[ 25 Jun 2022 ] Cambridge English

**CAE Certificate - C2** Obtained a total score of 206 out of 210.

## PROJECTS

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[ 21 Nov 2022 – 13 Dec 2022 ]

**Chess** Made in the Unity game engine.

Link: <https://adrian-mosnegutu.itch.io/chess>

[ 26 May 2023 – 26 May 2023 ]

**Rolly** An arcade game made in the Unity game engine.

Link: <https://adrian-mosnegutu.itch.io/rolly>

[ 28 Aug 2020 – 1 Sep 2020 ]

**TicTacToe** A tic tac toe game mad in the Unity game engine.

Link: <https://gamejolt.com/games/TicTacToe/483689>

[ 17 Apr 2021 – 23 Apr 2021 ]

**Minesweeper** A minesweeper clone made in the Unity game engine.

Link: <https://gamejolt.com/games/minesweeper/564868>

## HOBBIES AND INTERESTS

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Competitive Programming

Chess

Hiking

Football

History

Geography

## DRIVING LICENCE

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Driving Licence: B    6 Sep 2022 – 5 Sep 2032

## NETWORKS AND MEMBERSHIPS

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[ 7 Feb 2023 – Current ] Cluj-Napoca

**TechnTrade Member**

## VOLUNTEERING

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[ 23 Oct 2019 – 29 Jun 2022 ] Piatra Neamț

**Human Relations Worker - Gutenberg** I was part of a non profit organization at my high school called Gutenberg, where we did multiple activities centered around the study of the German language. My job was to secure partnerships with other brands, as well as manage the organization's Instagram page.