Alexandru-Ilie Știrbu

📱 (+40) 751 973 748   ✉ Stirbu.Alexandru.Net@outlook.com   🌐 https://github.com/Akrielz

EDUCATION

01.10.2018 – Present
(expected graduation: July 2021)

Student
University "Alexandru Ioan Cuza" - Faculty of Computer Science, Iași (Romania)

15.09.2014 – 28.06.2018

High School Diploma
National College "A. T. Laurian", Botoșani (Romania)

PERSONAL PROJECTS

Battleships Game (2019)
Implemented the classic Battleships game in C++ using graphics libraries, featuring: 2 game modes (Classic and Modern), various AI versions of enemies, using different and strong tactics (such as Hunt, Grid, BackTracking), along with a menu-system for settings and match history.

Maze Generator (2018)
Designed a visual effect in console for recursive maze generation in C++, having the ability to change the speed and size of the generation. After the maze is created, the application will use Lee's Algorithm to showcase the path from beginning to the end.

Europe Map (2017)
Created an educative application in Game Maker Studio, where you control a character to travel across the Europe Map. Based on the character position, the app will display the name of the country, the capital and some other information related to weather.

Snake Game (2016)
Implemented the Snake Game from Nokia in C++, creating pseudo-graphics with characters and colors in console. The Game features a menu-system, different difficulties, colors, the possibility to have walls and a load-save system for the settings and high score.

And other different projects saved on github.

SKILLS

Technical:
- C/C++, C#, GML, AutoIt;
- Advanced background in **algorithms** and **data structure**;
- Solid knowledge about **OOP** design;

Linguistic:
- Romanian - native
- English - advanced

HONOURS & AWARDS

2019:
- **Catalyst Coding Contest - Silver Award (7th Place in Iași)**
- **ICPC-ACM Regional Phase - Fifth Place in Iași;**

2018:
- **HackerRank** - Battleships AI - **First Place** in **Romania** (and **26th globally**);
- **HackerRank** - Maze Escape AI - **Second Place** in **Romania** (and **66th globally**);
- **HackerRank** - TicTacToe AI - **Fifth Place** in **Romania** (and **144th globally**);

2017:
- **Computer Science Olympics - First Place** (**county** phase in **Botoșani**);
- **National Computer Science Contest "Grigore Moisil" - Participation;**
- **Computer Science Olympics - Participation** (**national** phase in **Romania**);

2016:
- **Computer Science Olympics - Third Place** (**county** phase in **Botoșani**);