



Alexandru Ghiarasim

Programmer

Personal Info

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Education

- **Bachelor of Science in Computer Science**
University of Alexandru Ioan Cuza, Faculty of Computer Science
Oct 2022 - Present

Skills

C/C++

HTML/CSS

Java

Rust

C#

JavaScript, NodeJs

SQL

Summary

I started coding in C/C++ during high school. In university, I had the opportunity to work with Java, learn new principles in C#, and worked on web development using both frontend and backend tools. I enjoy solving various problems, constantly improving, and working hard.

Strengths

Confident	Communication	Patience	Teamwork
	Problem-Solving	Continuous Learning	

Work Experience/Projects

Internship C# Magneticca - Librărescu

July 2023 - August 2023

- I optimized the page dimensions and the display of books.
- On the backend, I worked on handling HTTP requests to create hit counts for various statistics.
- I worked with tables in the SSMS (SQL Server Management Studio) database.
- I used Entity Framework as the ORM, providing advantages in data modeling, migration, LINQ support for querying fields, performance, and more.
- I learnt about Razor for building dynamic web pages.

Web app - Informatix, Faculty

April 2024 - June 2024

- I worked on the development of a web application aimed at teaching programming to high school students through problem-solving.
- I worked on the frontend using minimal tools, and then I focused on the backend, specifically on the Nodejs application server and database connection with MySQL.
- The way students received problems, solved them, and then uploaded them for teachers to view was managed by the core of the application (the server), which continuously handled HTTP requests.

Link on GitHub: <https://github.com/Ciobi24/WebProject>

Web app - SmartCity, Faculty

May 2024 - June 2024

- It is an application designed for a parking administrator who wants the parking spots to be reserved by drivers before they arrive.
- My tasks included fully working on the frontend, and on the backend, I was responsible for integrating with the Spring Boot server and solving some algorithmic problems.

Link on GitHub: <https://github.com/AlexGhiarasim/SmartCity-master>

Other projects

- *Quoridor* - Developed a C++ implementation of the board game Quoridor.
- *Mersul Trenurilor* - Built a TCP client-server application using C.
- *Offline Messenger* - Built a TCP client-server application using Rust.
- *Dune Game* - Collaborated with a team of 30 to develop a game inspired by Dune, contributing to various aspects of the project.

Nevertheless, I have worked on various small projects that helped me progress constantly and allowed me to learn increasingly advanced concepts. I progressed through bug fixing and code improvement.

Volunteering

member, Asociația Studenților Informaticieni Iași (ASII)

May 2023 - Present

- Through the association, I had the opportunity to participate in various IT-related events and get involved in specific projects such as FII Practic, FII Code, FII IT-ist.