

# Alexandru Olteanu

Computer Science Student

## PROFILE

▪ Detail-Oriented Computer Science Student with a comprehensive understanding of C++, C, C#, Java, Python, WordPress and data analytics concepts. I am leveraging to learn new programming concepts, discover ideas and tools in the technology field! I am excited to use my coding and debugging skills for new challenges!

## WORK EXPERIENCE

**Development Assistant** Jan. 2020 – June 2020  
*Landlord Go* Bucharest

- I designed custom concepts for Landlord Go game (menu customization, character ideas, achievements and rewards).
- I've been part of a team working towards project details as copywriting for game description, advertisement creation and administration.
- I handled design concepts of banners and game presentation.
- I worked as part of a development team on the website, improving SEO and data analytics.

**Freelancer** Mar. 2020 – Current  
*Fiverr, Upwork, Freelancer* Bucharest

- I started developing my communication skills and expertise through working online on different freelancing websites. Being part of my working area, I've had the following activities:
- Marketing research on different domain fields with competitor analytics and targets.
  - Developed custom WordPress websites and scripts in Python, C++ and Java for Data Scraping and multiple functionalities purposes.
  - Logo Designing in Adobe Illustrator and Photoshop.
  - Multiple concepts for brand growth, business names and optimized copywriting on products and services.

**Professional Teacher** Oct. 2021 – Current  
*Personal Activity* Bucharest

- Mentored students and high scholars on science domain, particularly in Mathematics and Programming (C /C++, C#, Java).
- Incorporated exciting and engaging activities to achieve student participation and increase overall students GPA
- Instructed students in core educational principles, concepts and in-depth subject matter.

## PERSONAL PROJECTS

### Load Balancer Simulator

- Loading Balancer project implements the idea of a device acting like a reverse proxy and distributes network traffic or data across multiple servers. It's way of distributing all the data is built in an optimal way for the best recalibration in case of certain servers are being shut down. I built this simulator in C using HashMaps and other different data structures.

### Photo Interpolation

- In this project, I designed algorithms that simulate Photoshop's modeling photos in different ways (Rotation, Resize, Repairing damaged pictures, etc.). The project was realized in MATLAB and consists of multiple mathematical ways of applying all the changes to a photography!

### Space Invaders

- This project was made in Python and it represents a space war game. I implemented the mechanics designed for this game (moving, shooting, random enemy spawning, enemies that fight back, score display, etc.)

## EDUCATION

*Politehnica University of Bucharest* Oct. 2020 – Current  
*Automation and Computer Science* Bachelor of Computer Science

- Currently pursuing programming and engineering classes, developing towards skills in Java, C, C++, Assembly, Python, MATLAB, LTSpice and practicing multiple computer science concepts (Object Oriented Programming, Algorithms Analysis, Communication Protocols.)
- GPA of 9.42 / 10

## ACOMPLISHMENTS & AWARDS

- I qualified every year in high-school for informatics and mathematics interregional competitions.
- I qualified for nationals in informatics Olympiad, getting second place in the previous round.
- I got great results in multiple programming competitions organized on Codeforces, Hackerrank and Codechef, having Expert rank on Codeforces and 5 stars rated coder on Codechef.
- I got in top 10% in Facebook Hacker Cup 2021 and top 4% in Codechef SnackDown 2021.
- I qualified for nationals and got in the top 15% in the team format of ACM-ICPC 2021.