Buhai Alexandru Constantin

Date of birth: 12/05/1997

Nationality: Romanian

Gender: Male

CONTACT

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ABOUT ME

I am an energetic, ambitious person who has developed a mature and responsible approach to any task that I undertake, or situation that I am presented with. After graduating college in the IT domain, I started to create applications and video games. I want to continue and learn as much as possible in this field.

WORK EXPERIENCE

15/02/2018 – CURRENT – Pitesti, Romania

Media Editor / Photographer

Media Wedding

Good communication with clients, teamwork, punctuality.

EDUCATION AND TRAINING

15/08/2016 – 01/07/2020 – Str. Târgul din Vale 1, Pitești, Pitesti , Romania

IT Engineer

Universitatea din Pitești

Field(s) of study
  ◦ Computer science

https://www.upit.ro/

15/08/2012 – 01/06/2016 – Str. Negru Vodă 131, Curtea de Argeș , Arges, Romania

Mathematics and computer science

Colegiul National Vlaicu Voda

Field(s) of study
  ◦ Mathematics and computer science

http://cn-vlaicuvoda.info/

LANGUAGE SKILLS

MOTHER TONGUE(S): Romanian

OTHER LANGUAGE(S):

English

Listening	Reading	Spoken production	Spoken interaction	Writing
B1	B2	A2	A2	A2

DIGITAL SKILLS

JavaScript / C# / Web - HTML/CSS / Adobe Photosop / Adobe Lightroom / Adobe Premiere Pro / Computer hardware / Unity

DRIVING LICENCE

Driving Licence: B

PROJECTS

11/2021 – CURRENT

Web Application

https://alxalex66.github.io/contract/
- I made a web application for composing contracts at the company I am associated.
- This application helps to create and complete contracts faster.
- After completing the form, it is exported in a .doc document.
- I used HTML CSS and Javascript to create it.

10/2021 – 11/2021

Presentation website

https://alxalex66.github.io/Alex/
I created my own presentation site where I put my projects and my portfolio.

I used HTML CSS and Javascript to create it.

01/2021 – 05/2021

The Slime Cave - Game 2D (for Mobile)

https://www.youtube.com/watch?v=0gPjswdx1CU
I made a 2D game in Unity. I use C# language for this game. The game has the following features:

- Is an endless game type
- The road is generated randomly
- Enemies appear randomly
- The look of the game changes over time
- Have sources life regeneration and speed

All textures, designs and scripts are created by me.

01/01/2020 – 01/06/2020

Infinity Room - Game 2D (for PC)

https://youtu.be/Gc82cxEOfc8
I made a 2D game in Unity. I use C# language for this game. The game has the following features:

- 6 different types of enemies
- All levels are generated randomly
- 3 different types of potions
- The game has an infinite number of infinite levels
- In the game the gravity is 0
- The player can move in all directions and can shoot

All textures, designs and scripts are created by me.