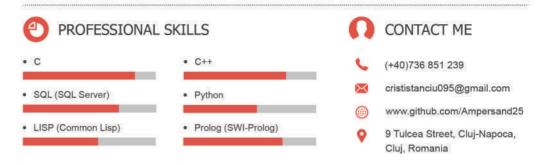


### **ABOUT ME**

- · perfectionist person
- hard worker
- · calm and responsible

# CRISTIAN STANCIU

CS STUDENT



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#### PERSONAL PROJECTS

#### JUMPER

A 2D Platform Runner for Android OS developed in Unity Engine using Visual Studio (for writting C# scripts).

Link: https://github.com/Ampersand25/2DPlatformRunner

#### STORE MANAGEMENT SYSTEM

In my 1st year (2nd semester) at university, I developed an application in Visual Studio using C++ and Qt framework, for my OOP course, that manages the items/products of a store. Link: https://github.com/Ampersand25/MagazinGUI

#### SPACE INVADERS

Retro style version of the famous Space Invaders game developed in Notepad++ using Assembly programming language (MASM) and also canvas framework. Link: https://github.com/Ampersand25/ASM-Space-Invaders

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#### **EDUCATION**

#### BACHELOR DEGREE 2020 - present

Faculty of Mathematics and Informatics (UBB), Cluj-Napoca

I have been studying *computer science* at Babeş-Bolyai University since 2020. I took part in courses such as: Programming Fundamentals, Data Structures and Algorithms, Operating Systems, Object Oriented Programming, Databases and Graph Algorithms.

#### HIGH-SCHOOL GRADUATE 2015 - 2019

"Lucian Blaga" High-School, Cluj-Napoca

In high-school I studied *math and informatics (informatics intensive)* and I participated at a lot of contests such as: AcadNet, IIOT (International Informatics Olympiad in Teams) and the olympiad of informatics (where I obtained a mention at the county stage in 12th grade).



#### LANGUAGE

Scan the code to see my LinkedIn profile:



MATERN LANGUAGE: ROMANIAN

OTHER LANGUAGE(S): ENGLISH (intermediate), FRENCH (beginner)

Language Certificate	Reading Grade	Writing Grade	Speaking Grade	Listening Grade	Overall Grade
English	B2	B2	C1	B2	B2