



PROFILE

- Second year computer science student at UBB Cluj-Napoca
- I speak Romanian and English (B2 level)
- Passionate about programming, especially in C++, C#, Java, and JavaScript
- I also know C, Python, SWI-Prolog, Common Lisp, SQL, HTML and CSS
- I like to work in a team and learn new technologies

PORTFOLIO



Scan the QR code above to access my **GitHub** profile

CONTACT



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<https://github.com/Ampersand25>



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CRISTIAN STANCIU

Computer Science Student



EDUCATION

Bachelor Degree

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

I have been studying **computer science** at **Babeş-Bolyai University** since 2021. Here, I took part in courses such as Programming Fundamentals (**Python**), Data Structures and Algorithms (**C++**), OOP (**C++ with Qt Framework**), Databases (**SQL Server**), Advanced Programming Methods (**Java with PostgreSQL**) and Operating Systems (**C and Shell**).

2021 - present

High-School Graduate

"Lucian Blaga" High-School, Cluj-Napoca

In high-school I studied **math and informatics**, with a particular emphasis on informatics. During that time, I participated in **Olympiad of Informatics**, where I received an **honorable mention** at the county level during my 12th grade year. Additionally, I earned a grade of **10** in both **informatics and mathematics** on the **Baccalaureate exam**.

2006 - 2008



EXPERIENCE

Junior Software Developer in C/C++

AvMap Romania (Cluj-Napoca)

Last summer, I began working part-time as a **junior software developer** at **AvMap Romania** in Cluj-Napoca. I stayed at this job for **seven months**, during which time I gained experience working with a range of programming languages, including **C++**, **HTML**, **CSS**, and **JavaScript**. Additionally, I worked with various programs and technologies, such as **Qt Creator**, **VirtualBox**, and **Redmine**.

Reference: Marius Oprea - 0744554985

01.07.2022 - 01.02.2023



PERSONAL PROJECTS

Jumper (C#)

In my last year of high-school, I developed a **2D Platform Runner** game, for Android OS, in **Unity Engine** using **Visual Studio** (for writing **C#** scripts). The game (apk) is available on **itch.io**.

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

Store Management System (C++ with Qt)

In my first year (second semester) at university, I developed a **GUI desktop application** in **Visual Studio** using **C++** and **Qt Framework** (for GUI), for my Object Oriented Programming course. The application manages the items/products of a virtual store.

Link: <https://github.com/Ampersand25/MagazinGUI>

Museum Generic Windows Forms App (C# + .NET)

In my second year (current semester) at university, I developed a **desktop application** in **Visual Studio** using **C#** and **.NET Framework**, for my Database Management Systems course. The app is a generic **Windows Forms Application** that manipulates data from a Museum Database (written in **SQL Server**).

Link: <https://github.com/Ampersand25/Museum-Windows-Forms-App> (see **MuseumGenericWindowsFormsApp**)