



## PROFILE

- 23 years old, second year student at UBB Cluj-Napoca.
- Passionated about programming, especially C++, C#, Java and JavaScript.
- I also know Python, Prolog, Lisp, HTML, CSS, C and SQL.
- I speak Romanian and English (B2 level).
- I like to work in team and to learn new technologies.

## PORTOFOLIO



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. 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 (informatics intensive) and I participated in the following programming contests: IIOT (Interantional Informatics Olympiad in Teams) and olympiad of informatics (where I received an honorable mention at the county level in 12th grade). I got a 10 grade in both Informatics and Mathematics in the Baccalaureate exam.

**2006 - 2008**



## EXPERIENCE

### Junior Softare Developer in C/C++

#### AvMap Romania (Cluj-Napoca)

Last summer I started working at AvMap as a part-time junior softare developer. I stayed at this job for 7 full months, during which time I worked with C, C++, HTML, CSS and JavaScript. I also worked with programs/technologies such as Qt Creator, Meld, VirtualBox and Redmine.

**Reference:** Marius Oprea - 0744554985

**01.07.2022 - 01.02.2023**



## PERSONAL PROJECTS

### Jumper

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

In my first year (second semester) at university, I developed a 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

In my second year (second 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-Form-App> (see **MuseumGenericWindowsFormsApp**)