

PROFILE

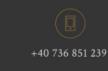
- 23 years old, second year computer science student at UBB Cluj-Napoca
- I speak Romanian and English (B2 level)
- Passionate about programming, especially in C++, C#, Java, and JavaScript
- I also know C, Python, Prolog, Lisp, SQL, HTML and CSS
- I like to work in a team and learn new technologies

PORTOFOLIO



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

CONTACT





https://github.com/Ampersand25



crististanciu095@gmail.com

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 Softare 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

0

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).

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