

✉ andreea.creita@gmail.com
📍 Bucharest
📞 0770 296 353

Computer skills

React

Angular

ASP.NET MVC5

Java

C++/C#/C

OOP

Unity

Python

PL/SQL

HTML&CSS

Digital Artist specialized in
Comics and Illustration

Social networks

👤 AndreeaCreita

linkedin AndreeaCreita

Courses

Java Programming, Oracle Academy

Java Fundamentals, Oracle Academy

Database Design and Programming with SQL, Oracle Academy

ECDL PROFILE CERTIFICATE, ECDL

Database Programming with PL/SQL, Oracle Academy

Andreea Creita

Junior Software Developer

Freshly Graduate Computer Science student who is eager to improve and develop their skills and knowledge

Education

Bachelor of Computer Science

From October 2020 to July 2023 University of Bucharest Bucharest

Bachelor's Thesis Degree: 9.66

Relevant Coursework: Data Structures, Algorithms, Databases, Object-Oriented Programming, HTML, CSS, Networking, Operating Systems

Baccalaureate Diploma

From September 2016 to June 2020 "Grigore Moisil" National College Urziceni
GPA 9.65/10

Work experience

Intern at Infosys

From August 2022 to October 2022 Infosys Bucharest

Successfully completed the **InStep Global Internship Program** ("Internship") at Infosys Limited in "Witch one wins" under the guidance of Radu Dobre, Senior Program Manager, with the **Engineering unit**.

The project consists in a 2d Platformer Game made with **Unity**

Software Developer Intern at Société Générale

From November 2022 to May 2023 Société Générale Bucharest

Successfully completed the 6 month Internship Program at Société Générale as a **Software Developer**, working with **Unix & PL/SQL**.

Personal Projects

CONVERSATION BASED AVATAR BEHAVIOR

- Research on how to animate realistic nonverbal behaviors by training a **ML-based generative model**, following facial expression and body pose parameters, conditioned on features stemming from a conversation.
- Worked with **SAIBA Framework Greta**
- Used **Chi Squared Tests** on the results
- This paper is my Bachelor's Degree Thesis

RPGLand

- RPGLand ([GitHub link](#)) is a **React project** designed for people who enjoy writing to participate in interactive story role play writing about their favorite characters.
- The app has the following features:
 - **Multiple routes**
 - **Firebase backend**
 - **State manager**
 - **Reusable components that are connected**
 - **Public and private routes**
 - **Forms**

Languages

French

English

Personal Projects

Cat Android App

- Cat ([GitHub link](#)) is an **Android App** designed for matching stray cats with cat lovers who will adopt them.
- The app is developed with **Kotlin**, having the following features:
 - **RecyclerView**
 - **Android ShareSheet**
 - **Taking photos integration**
 - **Social Login & Login**
 - **Web services**
 - **Firebase backend**

Parfu - ASP.NET Core MVC Project

- Parfu ([GitHub link](#)) is a page application for online shopping of perfumes, developed using **C# , JavaScirpt , CSS & HTML**. The project includes **MVC design patterns** and uses **MsBuild** as a build tool.
- Objective: becoming familiar with **ASP.NET Core** while creating a perfume online shop

"Witch One Wins" - Unity 2d Game

- As part of InStep Internship project, "Witch one wins" is a **2D platformer game** which contains a Main Menu & Settings Menu and three different levels.
- The first level objective is to collect coins in a timed environment.
- The second level objective is to go through a map and dodge the magic that comes from the sky. If the magic hits you, your HP will decrease.
- The last level contains the Boss Fight with an Evil Wizard.
- The game was made using **Unity & C#**

Web API

- Gormet ([GitHub link](#)) is created to be a Back End server for a Recipe Social Media page application, using **ASP.Net Core**.

"EndKill" - Unity 3d Game

- As a part of Game Development group project for University, EndKill ([GitHub link](#)) is a 3D endless first person shooter, made with **Unity**.
- The game contains 3 Menus (Main, Settings and Pause menu), 2 levels, Save & Load system, Highscore System and a difficulty system

Delivery App Database

- Delivery App ([GitHub link](#)) is developed to be a complex database for managing the activity of a delivery app using **Oracle 11g**
- Objective: learning by implementing complex DBMS concepts such as **triggers, cursors, procedures, packages, exceptions, records**
- Used: **SQL and PL/SQL**

Genetic Algorithms

- Implement a genetic algorithm ([GitHub link](#)) to determine the maximum of a positive function in a field given

Museum Database

- developed a database for managing the activity of an Art Museum, using **SQL**

RUDP Protocol

- Built a server and client for the Reliable UDP ([GitHub link](#)) communications protocol.
- Added parts of the **TCP protocol** such as **flags, 3-way handshake, SEQ, ACK numbers** on top of the **standard UDP** protocol. It is less complex than TCP, but reliable unlike UDP

KR Project Python

- Comparison between search techniques
- implemented using **BF, DF, DFI, A*, A* opt and IDA* algorithms**
- [Link for viewing the project](#)

Personal Projects

Nine Men's Morris Python

- Implemented the Nine Men's Morris Game ([GitHub link](#)) using **alpha-beta and min-max algorithms in Python**
- The game follows the set of rules from the real life game

Design Patterns Java

- Implemented design patterns using **Java** ([GitHub link](#))

Jewelry Shop Application using Java

- Created a Java application named BijuMagee ([GitHub link](#)) that contain **8 classes and 9 interrogation** that based on the classes (such as "add client", "delete client", "display client" for the client class)