Crantea Antonio-Cristian

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EDUCATION

University POLITEHNICA of Bucharest

October 2022 - Expected 2026

Faculty of Automatic Control and Computer Science, Bachelor Degree in Systems Engineering

• Relevant coursework: Computer Programming (C), Data Structures (C), Object Oriented Programming (C++), Operating Systems (Linux), Numerical Methods (Matlab), Web Technologies (HTML, CSS, JavaScript).

University of Bucharest

October 2024 - Expected 2027

Faculty of Mathematics and Computer Science, Bachelor Degree in Computer Science

WORK EXPERIENCE

Web Developer Intern at FeedCheck

July 2024 - September 2024

- Developed the main app using technologies such as Django, Jinja or MySQL, but also the presentation website.
- Created scripts to do web scraping for specific products on Amazon or research to take reviews from Google Maps.

Team Lead & FrontEnd Developer at DiviGO

May 2024 - Present

- Coordinated the frontend team by assigning and managing tasks, performing code checks and reviews.
- Developed and mantained the main app using technologies such as React, TypeScript and JavaScript.

Undergraduate Teaching Assistant

October 2023 - Present

The Association of Automatic Control and Computer Science

Helped more than 100 students / year at labs to understand the concepts of Computer Programming, Data
Structures and Algorithms, Object Oriented Programming, Web Technologies and Applied Informatics subjects.

PROJECTS

Chemistry App | Web Application

April 2023 - May 2023

https://acs-chemistry-app.netlify.app/

- Developed a web application used by over than 150 students to help them with chemistry laboratories.
- Achived 4th place in the Scientific Communication Session organized by the University Politehnica of Bucharest.

Word Scramble Game | JavaScript Project

August 2023 – September 2023

https://game-word-scramble.netlify.app/

- Created a web application that simulates the Word Scramble Game using JavaScript with React.
- The application contains 5 categories from which players can choose, available in both Romanian and English.

VOLUNTEERING EXPERIENCE

Member Information Technology Department

December 2022 - April 2024

The League of Students from the Faculty of Automation Control and Computers Science

- **Developed** and **maintained** web applications, which are used by the association, using some of the latest web technologies: **React, JavaScript, TypeScript, Next, MongoDB, BootStrap, Tailwind CSS** and **SEO Strategies**.
- **Manager** in the IT Team, together with **7** other members. **Coordinated** the team, dividing tasks and taking care of its flow, maintaining a friendly and conducive **working atmosphere**.

COMPETITIONS & CERTIFICATIONS

ZebraHack Hackathon | 2nd place & Technical prize

December 2023 - Event

Developed a web application about green energy with 45 other teams

Embedded Programming for Beginners | Google Digital Programming Workshop

April and May 2023

PROGRAMMING LANGUAGES & TECHNOLOGIES

Advanced: C, C++, JavaScript, React, Bootstrap, HTML, CSS, Git **Basic:** Java, TypeScript, Matlab, Python, NodeJs, MongoDB