

Galan Lucian

Software Engineer

About me

- > 20 years old
- > studying Computer Science at Babeş-Bolyai University, Cluj-Napoca, Romania (2021-2024)
- > passionate about anything tech-related
- > strong communication and collaboration skills
- > constantly seeking out new technologies and challenges, willing to learn and grow as a developer

Skills

- > Experienced with **Rust**, **C++**, **C**, **ASM**, **Python**, **Java**, **C#**, **JavaScript**, and **Lisp**, with a proven ability to rapidly adapt to new technologies and tools
- > Skilled in designing, implementing and maintaining both **SQL (Postgres, MySQL, SQL Server)** and **NoSQL (MongoDB)** databases, with expertise in optimizing performance and ensuring data integrity
- > Proficient with **Git**, **Docker**, **CMake**, **Gradle**, **Maven** and other dev tools
- > Strong understanding of data structures, algorithms, design patterns, graph theory, computer architecture, and both object-oriented and functional programming
- > Competent with **Linux**, arch user (btw)
- > Worked on several hobby projects with the mentioned technologies over the last **5 years**

A few personal projects

- > **SEAP Notifier** - fullstack web app composed of a frontend + 2 microservices, that sends email notifications of new posts on the romanian public acquisitions electronic system (SEAP) that fit certain user chosen criteria
 - > **Frontend** - provides the users with a way to do CRUD operations on their subscriptions, used **Svelte (js)** and **Tailwind CSS**, [deployed on vercel](#)
 - > **Email Notifier microservice** - microservice that uses the **SEAP api** to poll for new posts and an **SMTP Server** to send emails to users if a post matches a subscription, written in **Rust**
 - > **Subscription API microservice** - REST api used by both the frontend and the notifier, written in **Rust**

- > [crabtype.rs](#) - Fullstack Web App written entirely in **Rust** using **Yew.rs**, compiled to **WebAssembly**. Mimics the monkeytype.com typing speed game
- > [Freeform Gradient Generator](#) - Simple **C++** Freeform Gradient Generator. Made using **SFML**, **GLSL** and **Dear ImGui**
- > [Guess The Language](#) - CLI programming language guessing game made in **C++** that fetches random code snippets from random files from random github repos and asks the user for a guess, integrates with the **Github API**
- > [Reddit Bot](#) - reddit bot that replies to posts and comments with game details, written in **Rust**, integrates with the **Reddit API**
- > [BTD6 Bot](#) - Bloons Tower Defense 6 Bot to farm in-game cash and level, written in **python**. Uses **memscan** to find variables memory addresses inside the process and **pyautogui** to emulate user input.
- > [Service Auto](#) - Fullstack Web App to manage a car service. Uses **Django (Python)** for the backend and **React (js)** for the frontend.
- > [TCP Chat](#) - Simple TCP group chat made in **C++**, composed of a Server (CLI) and a Client (GUI). Uses **Dear ImGui** for GUI and **SFML**-Networking for TCP sockets
- > [TCP Async Chat](#) - Simple Async TCP group chat made in **Rust**. CLI Server + Client, both using the **Tokio** async runtime
- > [Social Network](#) - Data Structures class final project. Made in 19 different ways, mainly as an exercise. (**C++**)
- > [Social Network 2](#) - Similar to the previous implementations, rewritten in **Java**, with the added complexity of having a graphical GUI made in **JavaFX** and a database

Contact

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