Bălășcan Gabriel-Dănuț

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OBJECTIVE

Graduate of Tehnical Military Academy "Ferdinand I", Bucharest, Faculty of Computer Systems and Cyber Security. Passionate about networking, security and software development. Inquisitive, hard-working and consistent. Looking for opportunities where I can apply my skills and contribute to real-world projects.

EXPERIENCE

Ministry of Internal Affairs – Traian Vuia International Airport, Timisoara(TM)
System Administrator/Network Administrator,
August 2022-Present

Harmonized the management of cybersecurity, user roles, and network functionality to ensure unwavering compliance with aviation standards and governmental policies. Skillfully administered user roles, meticulously defined access levels, and implemented authentication policies. Played a central role in aligning network and security initiatives with organizational goals, ensuring seamless compliance with aviation, cybersecurity, and governmental regulations under the Ministry of Internal Affairs.

EDUCATION

Tehnical Military Academy "Ferdinand I", Bucharest(B)
Bachelor of Computer systems and Cyber security,
October 2018-July 2022

Colegiul National "Radu Greceanu", Slatina(OT)
Computer Science and Mathematics,
February 2016-June 2018   GPA:8.49/10

Colegiul National "Ion Minulescu", Slatina(OT)
Computer Science and Mathematics
September 2014-February 2016

TECHNICAL SKILLS

Languages :   Java(intermediate), C++(advanced), C(intermediate), JavaScript(intermediate)

Database : MySQL(Intermediate), SqlServer(Intermediate), PL/SQL, MongoDB
Web Development : HTML/HTML5, CSS, JS

Frameworks : Spring boot, AngularJs, ExpressJs, Bootstrap, NodeJs, Apex

Operating Systems : Linux, Windows, MacOs

Familiar : JSP/Servlets, Cloud Computing, C#, OpenSsl, Cryptography, KaliLinux
General :   Object oriented programming, Networking, Data Structures, Algorithms

PROJECTS

C++ client/server games platform   **June 2020**

A C++/MySql/QT based project simulating a client server casino game. Two game modes are available (Blackjack/Baccarat). You can register and have personal account to keep track of your money. All the actions you make will be stored in your account.

- **Technology/Tools:** C++/MySql/QT Creator
- **Link :**   https://github.com/BalascanGabriel/Client-Server-Cpp--Games-platform

Online Shop   **May 2021**

A HTML/CSS/JS/PHP project which implements a full functional online music store. You can log-in or register. You can add products to your cart and leave a message to the support team. Another functionality is having an admin page where you can add products, see the messages, and manage the webpage.
- **Technology/Tools:** HTML/CSS/JS/PHP
- **Link   :**   https://github.com/BalascanGabriel/Online-Guitar-Shop

Online Games platform   **January 2023**

This Java web project using Spring Boot simulates a casino platform where users can play various games of chance. The platform includes features such as account creation, game selection, and admin administration page. With an user-friendly interface and a secure backend, this platform provides a realistic and enjoyable gaming experience
- **Technology/Tools:** Java/SpringBoot/HTML/CSS/JS
- **Link   :**   https://github.com/BalascanGabriel/SpringWebBlackjack

Node-AnnouncementHub-Backend   **August 2023**

This Node.js and Express-powered web platform emulates an announcement hub, offering users a seamless experience to post, discover, and engage with announcements. Featuring user authentication, profile management, and a favorites system, it ensures a dynamic and user-centric interaction. Built on the MVC architecture, the project combines efficiency with scalability, promising a robust and organized development
- **Technology/Tools:** NodeJS, ExpressJS, MongoDB, EJS
- **Link   :**   https://github.com/BalascanGabriel/Node-AnnouncementHub-Backend

CERTIFICATION .
- **Cambridge Advanced English B2(177 p)** by British Council

LANGUAGES .
- **ENGLISH (B2)**