Bogdan Cristian Draghia

Date of birth: 08/05/1999 | Nationality: Romanian | Gender: Male | (+34) 641801991 |

bhombogdan@gmail.com | bhombogdan.github.io |

linkedin.com/in/bogdan-draghia-4336bb198 | https://www.instagram.com/bhombogdan/ |

Other: bhombogdan@gmail.com | Oreña, 39525, Oreña, Spain

About me: My name is Draghia Bogdan, I am 21 years old and I am a creative person. I am passionate about computers, graphic design and technology. These are the areas that I like and have spent a lot of time in. I tend to develop and learn as many new things as possible. I learn quickly and adapt easily to situations that come my way. I receive satisfaction and motivation when my results are useful and appreciated on merit. I respect people, I am sincere, kind and open to everyone. I want to share the knowledge that I have acquired so far and I am willing to learn many new things. Thanks for your time and interest. I hope I am the right person for you. Respectfully, Draghia Bogdan

VOLUNTEERING

03/07/2017 – 31/12/2019
ANMRF Louis Pasteur Braila

ANMRF Louis Pasteur Braila
- Maintain pages and create themes: Wordpress, Facebook

- Create short videos of presentations and edit photos – Participating in European Solidarity

- Personal development

- Fundraising (selling handmade ornaments) for underprivileged and non-Christmas families to

PROJECTS

10/10/2020 – CURRENT
Master Recipes, App Full Stack (React app with Flask SQLAlchemy)

It is a project that also helps me to learn more about React and databases. The application consists of putting together a list of recipe websites in one place and also creating recipes effectively. At the moment the application is in the initial phase where it tried to cover the back-end and the scrapping process of the websites that I am going to introduce. Then I am going to introduce a stopwatch that facilitates the preparation and also for people who from time to time forget that they have something in the oven, and also a text recognition system where you can enter an Instagram post or plain text and modify the recipe in organized sections and that could be much more visible

Technologies used:

Front-end : React con css
Back-end : Flask con base de datos SQLAlchemy
Web scrapping : Beautifulsoup4 and in the future I will also use Selenium
programming languages : Python y JavaScript

The project is still under development

15/04/2020 – 10/05/2020
Upturn Solucion web page HTML, JS, CSS, Jekyll

https://upturnsolutionrepository.github.io/
Upturn Solution is a website for an outsourcing company that for me was my first job as a freelancer, my vision with a website has been not to use a framework such as bootstrap for the realization and that it has the possibility to modify it as I wanted, to My was a success but due to problems that the client had, the project did not come to fruition. I learned a lot and improve the knowledge that now help me to carry out other projects like my website.

The technologies used are: HTML5, CSS, JavaScript and Jekyll that uses it to separate the project into modules and reuse them in the different pages of the web.

01/10/2020 – CURRENT
My portofolio - Web page (Gatsby based on React)

https://bhombogdan.github.io/
After my experience with jekyll I wanted to switch to another technology, so I found Gatsby a react-based framework that generates static websites. For me this personal project is a new beginning in my career every time I carry out a project I can easily expose it to the world and also help people who need my knowledge.

The technologies used are Gatsby, JavaScript, SCSS (which helps me to use variables for the repeated configuration of the elements)
The project is still under development

06/03/2017 – 10/07/2017
Santiago, Juego

An old project that I am proud of is a first-person adventure game based on a story about a game ranger named Santiago, originally from Murcia, trying to find the so-called "Treasure of life". Received, through a dream, the location of the treasure: the pyramids of Egypt. To reach the treasure, you must go through several stages.

Technologies used: Unreal Engine 4
All 3D models made in Maya 3D
Drawings in Illustrator and Photoshop

DIGITAL SKILLS

React React Native React Hooks | C++ | Java Basico | Web Scrapping | Android Studio Nivel Bsico | Python Flask Framework | Full Stack Developer | Maya 3D | Graphic Design | SQL (Basic) | html 5 | JavaScript | Android Studio | CSS | Git | JSON | Linux | MySQL | Python | Microsoft Office | Web Development | Javascript

LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
SPANISH	C2	C2	C2	C1	C1
ENGLISH	B2	B2	A2	B2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

EDUCATION AND TRAINING

14/07/2014 – 20/06/2018 – Braila, Romania
MATEMATICA - INFORMATICA – Liceul Teoretic " Panait Cerna"

HONOURS AND AWARDS

Premios y distinciones

-INFO-EDUCATION It is a national contest that brings together all the students who show their skills, after winning the local contest with a game project called "Santiago" created in the Unreal engine 4 game engine and with the help of adobe programs (Illustrator, AE, Photoshop) and mainly Autodesk Maya for 3d models. I was chosen for the national team and using the same project but improved, I finished 12th in my section.

Olympic computing: - Twice the second place out of 50 in the regional competition on knowledge of information technology

Others : - Participating in different contests on graphic design, video and power point presentations.

DRIVING LICENCE

Driving Licence: **B**