Istrate Bogdan-Timotei

Software engineer

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📍 Cluj-Napoca, Romania   in Bogdan Istrate

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Education

2018 – 2022 Deva, Romania	**Decebal National College** ⌞
2022 – 2026 Cluj-Napoca, Romania	**Bachelor Computer Science** *Techincal University of Cluj-Napoca* ⌞

Technical Skills

Languages:
Java, C/C++, SQL, HTML/CSS

Frameworks:
Bootstrap

Developer Tools:
Git, VS Code, Visual Studio, Clion, IntelliJ, Eclipse,
MySQL, OracleDB GitHub, BitBucket

Projects

MyMDB Website ⌞
- Dynamic Movie Database: Utilizing Java Spring Boot to interact with a MySQL database for data retrieval and manipulation.
- Crafted a visually appealing and user-friendly web interface using HTML, CSS, Bootstrap, and jQuery, emphasizing a responsive design to enhance user experience across various devices.
- Implemented API testing methodologies with Postman, rigorously verifying and testing HTTP requests to guarantee enhanced functionality and performance.

Arduino Parking System ⌞
- This project involves the development of a reverse parking assistance system using Arduino and ultrasonic sensors.
- Integrated an OLED display and three ultrasonic sensors to accurately measure distances and provide real-time feedback to the user.
- Implemented a robust C++ codebase, characterized by its well-structured and organized nature, facilitating seamless management and future updates.

Java Games ⌞
Pong:
- Developed a classic Pong game using Java and object-oriented programming (OOP) principles.
- Utilized Java's graphics libraries to create a visually engaging user interface.
- Implemented OOP concepts such as encapsulation, inheritance, and polymorphism to enhance code modularity and maintainability.

Snake:
- Designed and implemented a Snake game in Java, focusing on both functionality and user experience.
- Integrated user input handling and game logic to ensure a smooth and enjoyable gaming experience.