

BOGDAN-VALENTIN CRAIA

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Education

University POLITEHNICA of Bucharest

October 2022 - July 2026

Faculty of Automatic Control and Computer Science

Bucharest, Romania

- Bachelor of Automatic Control and Industrial Informatics
- **Relevant Coursework:** Computer Programming, Object Oriented Programming, Data Structures
- **Cumulative Grades:** 9.17/10

Personal Projects

Chatelier Principle 2D Simulation | Unity

May 2023

- Developed an interactive laboratory simulation, centered around Le Chatelier's principle in chemistry.
- Implemented a feedback mechanism as users manipulated concentration and temperature variables.
- Enabled users to interact with laboratory elements such as beakers and test tubes.

Text Editor | C

February 2023

- Created a text editor in C using the ncurses library for console-based text manipulation.
- Enhanced the editor with features including navigation controls, shortcuts and file management capabilities.

Wordle Game | C

January 2023

- Built a Wordle game in C using ncurses, featuring color variations based on letter positions.
- Implemented a randomly selected word pool providing an entertaining challenge for players to guess.

Extracurricular Activities

Undergraduate teaching assistant

October 2023 - July 2024

Faculty of Automatic Control and Computer Science

- Instructed and guided students in the foundational concepts of C programming, emphasizing essential principles of memory management, algorithmic efficiency, and best coding practices.
- Demonstrated a commitment to promoting a positive learning environment, encouraging student participation, and providing constructive feedback to support continuous improvement.

Security Summer School

June 2023 - July 2023

University Politehnica of Bucharest

- Attended a summer school program dedicated to the exploration and understanding of cyber-security concepts and practices.
- Strengthened my knowledge of binary exploits, operating systems and low-level programming.

Cisco Certified Network Associate 1

October 2023 - February 2024

University Politehnica of Bucharest

- Acquired comprehensive knowledge of networking fundamentals, protocols, and technologies.
- Applied theoretical knowledge in real-world networking scenarios through hands-on practical exercises.

Skills

Programming Languages: C (Intermediate), C++ (Intermediate), Matlab (Basic), Bash (Basic)

Technologies: Linux, Git, XML, HTML, CSS, React

Languages: English, Romanian (native)