

George Buleandra

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About me:

Proactive Artificial Intelligence student qualified in web development with a strong foundation in computer programming and relational database design. Seeking to leverage solid skills in problem solving and software development as a programmer for a company in this domain.

● EDUCATION AND TRAINING

01/10/2020 – CURRENT

ARTIFICIAL INTELLIGENCE BSC (HONS) – De Montfort University, Leicester, UK

Year 2

Favourite Areas of study:

1. Object Oriented Programming - C++
2. Embedded Systems & Internet of Things - C

Favourite Classes:

1. Advanced Object Oriented in C++
2. Embedded Design of Internet of Things - C

Highest Achievement: Advanced Lights Controller Project (Webpage & FSM System)

Year 1

Favourite Areas of study:

1. Object Oriented Programming C++
2. Relational Database Design MySql

Favourite Classes:

1. Intro to Object Oriented Programming in C++
2. Database Design & Implementation MySql

Highest Achievement: Tic Tac Toe & Hang Man project with AI vs Player mode.

01/10/2019 – 01/02/2021

SOFTWARE DEVELOPER – Code Institute, Dublin, Ireland

Favourite Areas of study:

1. Backend development

Favorite modules:

1. Python 3
2. Django 3

Highest Achievement:

1. E-Commerce Platform with online payment using Stripe.

<https://codeinstitute.net/> |

<https://www.credential.net/1d2b63bf-fe48-4317-9cf0-6e8f1eb8bde5#gs.4gkl4f>

● PROJECTS

The Maze

The Maze is a puzzle game created in **C++** using **SFML**. The purpose of the project is to explore **class inheritance**, **memory management** and **dynamic casting**. A feature that I find interesting is the one that anyone can enrich the game with more maps by creating one using a spreadsheet file and the codes described in documentation.

Grupo Pierola Romania

The website is an online wine shop. The elements explored in this project are : **CRUD operations** on a database and **database design** of **relational databases**, **online payments using Stripe**, **user authentication**, all of these implemented using **Django**.

Advanced Lights Controller

The purpose of the project is to implement parallel processes using **finite states machine**, a **resource manager**, **access-point** with server and to build an web-based front-end to drive and monitor the system. The resource used are **Arduino Nano**, **Esp8266**, **MPU6050**, **SN74HC595N shift-register**, **switches**, **LEDs** and **tri-colored LED**. As programming languages **C**, **CSS**, **HTML**. Coding tehncics: **bare-metal approach**, **button-debouncing**, **finite state machine**, **8-bit communcations using I2C**.

● SOFTWARE DEVELOPMENT SKILLS

Programing Languages

1. C/C++
2. Python
3. Javascript

Frameworks and Libraries

1. Django 3
2. Flask
3. SFML
4. Django Rest Framework
5. Bootstrap

Programming Concepts

1. Object Oriented Programming
2. Memory Management
3. Database Design and Implementation
4. Finite State Machine
5. Behavioural Trees
6. Artificial Neural Networks
7. Genetic Algorithms

Others

1. Git
2. Github
3. Visual Studio
4. Figma

● SOFT SKILLS

Skills

1. Communication
2. Team-work
3. Problem solving and solution design
4. Versatility. Adaptability
5. Critical-thinking