

George Buleandra

Date of birth: 25/10/1996 | **Nationality:** Romanian | **Gender:** Male | (+44) 07827612426 |

buleandrageorge@gmail.com | https://georgebuleandra.herokuapp.com/ |

https://www.linkedin.com/in/george-buleandra-2a742713b/

87 Grasmere Street, LE27DB, LEICESTER, United Kingdom

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

- 1. Puzzle game
- 2. C++,
- 3. SFML
- 4. Memory management

Grupo Pierola Romania

- 1. E-commerce website
- 2. CRUD operations on database, database design
- 3. Dynamic website
- 4. Python3, Django, JavaScript, Bootstrap
- 5. Online payments, Stripe

Advanced Lights Controller

- 1. C, HTML, CSS
- 2. Arduino, ESP8266
- 3. I2C bus management -
- 4. Finite state machine design
- 5. Button de-bouncing

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. Boostrap

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 design4. Versatility. Adaptability5. Critical-thinking