Cocîrță Ilie - Ioan

cocirtailieioan@gmail.com · 0725259013 · https://cilie23.github.io/PortofolioPage/

EDUCATION

Universitatea Româno - Americană din București   Bd. Expoziției, Nr. 1B, Sector 1, cod 012101
București - România
Bachelor's degree Computer Science For Business Management   2022 - 2025

Universitatea Ecologica din Bucuresti   Bulevardul Doina Cornea, Nr. 1G, Sector 6, 061341, Bucuresti
Bachelor's degree Psihologie   2022 - 2025

FRONTEND WEB DEVELOPER

RAU Center For Research In AI
Intern   February 2024 - August 2024

- Designed and implemented web pages

SKILLS

Front-End Design and Development: Figma, JavaScript, Tailwind
Game Development: Godot, Unity

PROJECTS

Topdown Snake Game *Godot*   https://github.com/CIlie23/TopdownSnakeGame
A 3D game made in Godot for a college contest. Inspired by Vampire Surivors, you go around, kill enemies and gow and upgrade your snake by atting weapons to it

Exam Learning Program *Godot*   https://github.com/CIlie23/ExamLearning5000
A program made to help me learn for an exam. It has an AI chatbot feature that tells me why the answer I picked is wrong.

GhostieWorld *Godot*   https://github.com/CIlie23/GhostieWorld
A super short turn base game prototype made for a friend.

Psychological Counseling Platform *Vue, Typescript, Tailwind*
https://github.com/CIlie23/Clinica-Speranta
Website which servers as my graduation project for college. It has a few features such as, client management, test sending and a psychologist - client maching system

KatKlicker *Unity*   https://github.com/CIlie23/Kat-Klicker
Game made in Unity where you have to click a cookie in order to make points and buy cat figurines from the shop

Romanian to Text python program *Python*   https://github.com/CIlie23/EasySTT
A program that translates what you say into text. I made it to practice my python skills