Cristian Bezerdic Stoica

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Education

Universitat de Girona September of 2020 - July of 2024
Computer Science

Work Experience

Google Summer of Code Contributor June of 2022 - September of 2022
Google and LibreCAD selected my project "LibreCAD3 automatic releases", which was based on building a CI/CD infrastructure from the ground up. This year they selected 1209 out of 5155 projects.

- Wrote automation scripts for Windows and Linux that reduced new user's install time of LC3 from a week to an hour
- Contained LC3 in NSIS, AppImage and Snap installers as a way to have it easily installable on Windows and Linux via using CPack, snapcraft, linuxdeploy and linuxdeployqt
- Modified CMake and C++ code with Qt for the purpose of the application being able to be installed anywhere on the computer by using Qt functions to get the path on execution and removing all the hardcoded paths to the resources
- Created GitHub Actions yaml scripts in order to have the LC3 built in Github by user trigger or push to the repository via adapting my previous Windows and Linux install scripts

Languages

- **Native:** Catalan, Spanish, Romanian **B2:** English, French. **B1:** Russian

Projects/Expiriencies

Research Colaborator November 2022 - Now
One of the three chosen from my university class to colaborate with "Broadband Communications and Distributed Systems" group on Networks, Graphs, Machine Learning and Blockchain with PHD students

Google Developer Student Club Lead and Founder August 2022 - Now
Created a GDSC in University of Girona as a means to have somewhere outside of university to expand our skills through forming a comunity. Organizing fun activities with more than 35 participants and collaborating with local organitzations and other members of Google Developers

Huawei Lead Tiker September 5 - September 13
Chosen alongside 30 people from all Spain in order to be trained in relevant future technologies such as 5G, AI, Cloud Computing and Leadership by recieving international online confereces from experts, developing in a team of 5 a solution to a 17 Sustainable Development Goals of the United Nations and getting certificates on Huawei's learning platform. I was chosen by my team as the lead

Simulation of Ecosystem in Java March 2022 - July 2022
Project of three where we created a custom simulation of Animal Life for CLI and GUI with JavaFX. I wrote most of the algorithms and designed the classes and their interactions while my teammates implemented my designs.

- Designed a custom animal system so that users could create any kind of animal they wanted using JSON
- Developed a pathfinding algorithm so animals could hunt, flee and find food depending on their vision and envoirment
- Introduced a stamina system to simulate time and concurrency via a stamina system of each animal group
- Used algebra concepts to add population growth and decline based on food eaten by using leslie matrixes
- Added custom maps, climates and seasons as a way to give the users more freedom

Newton binomial Solver 2018-2019
It was my first program after self-teaching myself Python from a mobile app. I have two versions: One is programmed without libraries and the other with NumPy.

Skills

- Programing Languages: C, C++, Java, Python, Bash, Batch, Powershell
- Other Languages; SQL, LaTeX, CMake, yaml
- Knowledge: Data Structures, Algorithms, CI/CD, Operative Systems, Linux, Git, UML