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 have selected my project "LibreCAD3 automatic releases" . This year they selected 1209 out of 5155 projects.

1. Every time that a new user wanted to use libreCAD3, he has to follow an outdated guide to clone the source code, install the dependencies and merge everything to build the project
2. The project consists of building a CI/CD pipeline to automatically build, package and deploy LibreCAD3 on different platforms
3. Modified CMake, and C++ code with Qt in order to make the application functional in any new device. Also used Cpack+NSIS, AppImage packagers and Snapcraft to create the executables.
4. I decided to use Github Actions and set a Workflow to run Windows and Ubuntu Action Runners who will use diverse scripts to create the artifacts.
5. With the new pipeline, now the users will be able to download and install with a few clicks. Also, developers will have direct feedback for every change in the repository

Languages

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

Archivements

3rd in Girona Hackaday 1st December 2018
In a team of 3, We designed an interactive calendar with Javascript and other frameworks in 12 hours. I knew very little python and some Linux for Raspberry at that time, so I learned a lot.

Skills

- Programing Languages: C, C++, Java, Python, R, VHDL, Bash, Batch, Powershell
- Other Languages; SQL, PHP, HTML, MuPad(Matlab), LaTeX, CMake
- Knowledge: Data Structures, Algorithms, Operative Systems, Linux, Git, UML

Projects

Google Developer Student Club Lead 2022-2023
I've been selected by Google to create and lead the first GDSC club of Universitat de Girona.

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.

1. We wanted to create a very open ecosystem so anyone could create their custom animals and find out what happens to them
2. The project required smart pathfinding for animals to hunt or find plants for food. Also, animals had to be able to identify threats to run away while avoiding unpassable terrain
3. We decided to simulate concurrency by introducing a stamina-like resource. With this, we could emulate real-time pathfinding. Also made the custom animals to be read from a file and made some types like "flying" to offer more mechanics to Animals. The population of each will change with a population matrix and there is a possibility that the offspring becomes bigger or smaller than their parents.
4. Now users can create animals the size, alimentation and type they want in a JSON file. They'll see how each turn the simulation advances with the different climates and temperatures. The user is also able to set the map as they please.

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