

# Mathias Ioan Miu

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Computer Science – Texas A&M University

## Education

**Texas A&M University** – College Station, TX

*August 2022 – May 2026*

- Computer Science – Bachelor of Science – Major GPA: 3.5

**Notable Coursework:** Program Design and Concepts; Discrete Structures for Computing; Data Structures and Algorithms; Computer Architecture; Computer Systems; Software Foundations, Algorithms

**Statement of Purpose:** Whilst being a full-time student working ~20 hours a week to financially support myself, every week from Friday to Monday, I would drive to and from TAMU from TAMUG to be involved in extracurricular events such as ACC, Networking Events and Informational Presentations to be involved on campus.

## Skills

- Languages: C++, Java, Python, SQL, HTML, CSS, JavaScript, Swift, OCaml, Ruby, Racket
- Technologies: JCreator, Spyder, Visual Studio Code, Xcode, React
- Areas: Data Science, Software Engineering, App Development, Web Development, Data Management
- Agile Project Development; Waterfall Project Development
- Native English and Romanian speaker; Fluent in Spanish; Intermediate in French and Italian

## Projects

**MyTetris** – Ruby

*June 2024*

- Created a new version of Tetris titled “MyTetris” in Ruby. Implemented an interactive and intuitive GUI with Ruby’s OOP allowing users to have supreme control and understanding of the game
- Implemented a multitude of new Features such as a new level feature which increases speed for every block which has not cleared a row; resets to original level speed once a row gets cleared.

**Personal Website** ([www.people.tamu.edu/~mathias.miu](http://www.people.tamu.edu/~mathias.miu)) – HTML, CSS, JavaScript

*August 2024 - Present*

- Created a personal website to showcase proficient ability in HTML, CSS and JavaScript as well display previous projects.
- Implementation of different styles through CSS; navigation through different sections with file linking

**MUPL** - Racket

*February 2024*

- Created a Turing complete MUPL (Made Up Programming Language) within Racket
- Created an interpreter for MUPL which allows passing of Racket program returning MUPL expressions; looking up of environment in and of itself; can use Racket functions that act like MUPL macros

**Dungeon Crawler** – C++

*September 2023*

- Implemented a program that reads an in-game map into a dynamic 2D array; live updates to array as user interacts with map

## Professional Experience

**The Tri Ags** ([www.thetriags.com](http://www.thetriags.com)) – Co-Founder; College Station, TX

*March 2023 – February 2024*

- Created an e-commerce drop shipping store by developing a website consisting of products, altering pre-drafted legal documents, headlines, images, tax-collection, promotions, ability to create an account and more.
- Worked with product suppliers to agree on product price and ship products out to consumers who have purchased from the website.
- Successfully selling products within the U.S. and generating profit over \$900 in first three months
- Handle sensitive consumer information from shipping address, email and more with no security breaches.

## Extracurricular

**Sea Aggie Coding Club (SACC)** – Founder / Project Officer / Secretary / Outreach

*August 2024 – Present*

- Facilitate the running of the organization alongside the President and Vice President; Officiate officer meetings as well general organization meetings. Oversee project management and creation
- Reach out to professional individuals/companies to secure partnerships with the organization and host guest speaker events and promotions

**Aggie Coding Club (ACC)** – Member

*January 2023 – Present*

- Collaborating with team members in groups to create projects based off given prompts from the ACC