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

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, Swift, OCaml, Ruby, Racket, HTML, CSS, JavaScript
- Technologies: JCreator, Spyder, Visual Studio Code, Xcode, React
- Areas: Data Science, Software Engineering, App Development, Web Development
- 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) – 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) – 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